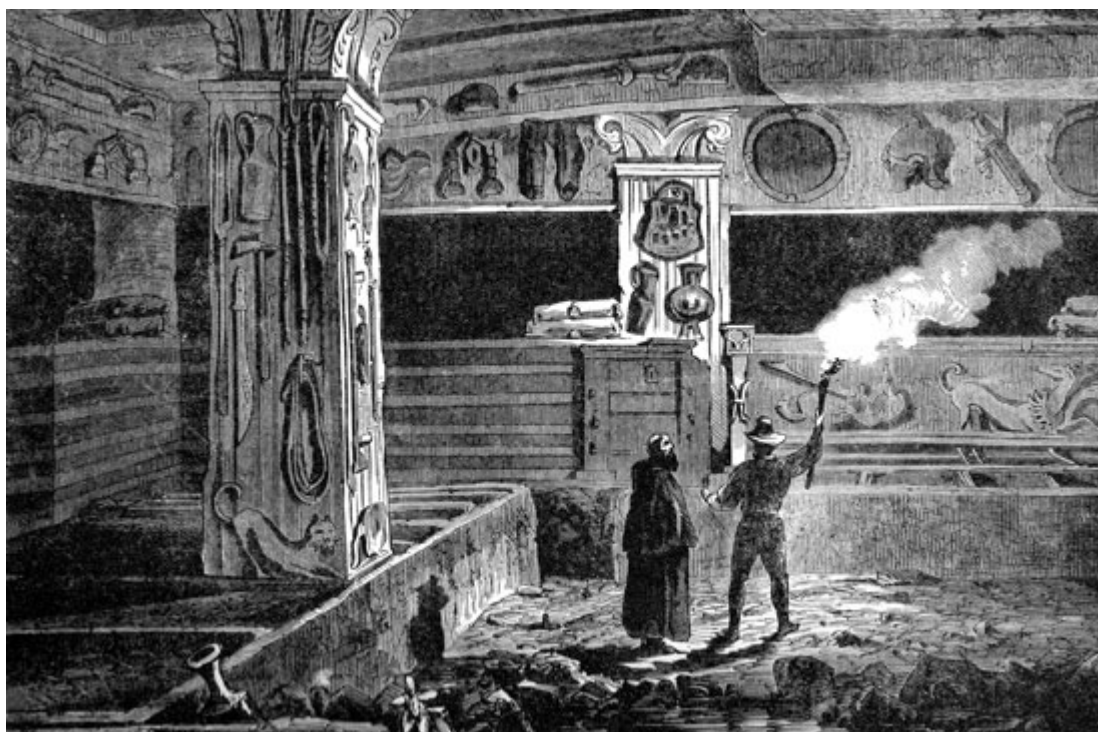


The Searchers of the Unknown

RPG Collection

2012 Edition

A **Free** Collection of Roleplaying Games based on the one page old school RPG *Searchers of the Unknown* including the original, expansions, and variants.



The Searchers of the Unknown RPG Collection is a compilation of Searchers of the Unknown based games. This collection is made available for free and is not to be sold. Each individual game is a separate entity. is copyrighted separately (if at all), and is available for free. **The author of each individual game is solely responsible for his or his work.** No editing of individual games has been done.

This is the 2012 Edition. Check the RetroRoleplaying web site at <http://www.retroroleplaying.com/> to see if there is a later edition available.

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Introduction

Searchers of the Unknown is a one-page roleplaying game where player characters are entirely defined by a minimalist old school *Dungeons & Dragons* one line stat block (e.g. "AC 7, MV 9, HD 2, hp 9, #AT 1, D 1d8 mace") something like monster stat blocks in early editions of D&D. All actions are based on those stats. Armor class is the old school "lower is better," but the way armor class is used in SotU it makes sense with armor class generally helping against attacks but hindering initiative and attempts to be stealthy. The basic SotU generally uses a level plus AC roll under mechanic, using an opponent's AC when attacking or the character's own AC when trying to be stealthy. Saves require a roll under level plus 4. Variants versions of SotU use D20 or Target20 rolls. In the basic game, all characters

are human adventurers. Supplements add demi-humans and spell-casting classes.

Like *Microlite20*, the original Searchers of the Unknown rules inspired a large number of similar games based on the same principles, ranging from simple variants like SotU Refired to modern day games, science fiction games, after the holocaust games, etc. Most of these games are complete in one or two pages. A few have additional supplements of their own.

Unfortunately, there is no central web site for Searchers of the Unknown and links to the various versions one finds on the web are often broken. This Searchers of the Unknown RPG Collection was created to make it easier to obtain these excellent little RPGs.

Donate to the RetroRoleplaying Cancer Fund and Get some PDF Goodies

Many Microlite gamers know that Randall Stukey (of RetroRoleplaying.com), the author of Microlite74 is trying to raise funds to pay the bills from his wife's oral cancer treatments and that he worked on the original Microlite74 as way to cope during her recovery from 6 weeks of radiation treatment in 2008. Randall and Donna are some of the 40 to 50 million people in the US who do not have health insurance nor did they qualify for government aid as they live in Texas and have no children. Donna (successful so far) cancer treatments have cost over \$110,000. While some of this has been absorbed by hospital foundations and the like, they still owe a lot of it. You can donate to the Retrroleplaying Cancer Fund (via PayPal) and help them pay their bills.

Everyone who donates any amount at all get a password giving them access to a number of special downloads. *Some* of the currently available downloads include:

- Pdf copies of the two issues of The Grimoire Randall published in the late 1970s (which Randall blogged about here: The Grimoire #1 (<http://blog.retroroleplaying.com/2009/05/grimoire-1-spring-1978-d-fanzine.html>) and The Grimoire #2 (<http://blog.retroroleplaying.com/2009/05/grimoire-2-summer-1979-d-fanzine.html>)
- pdf copy of The Second Grimoire of Pharesm the Bright-Eyed, a set of house rules for a BECM1 campaign Randall ran at a game shop in the mid-1980s.
- A copy of the Player's Introduction to the Fourth Campaign Arn (from about 1984)
- Microlite74 2.0 Special Edition -- a 60-page PDF designed to be printed in booklet format from Adobe Acrobat. Like the digest-sized version of Microlite74 1.1, the artwork is by Håkan Ackegård. Unlike that first attempt at a digest-sized edition, the pages in this edition are numbered and there is a table of contents. This Special Edition incorporates the rules from the first supplement, giving you all the rules currently available for Microlite74 in one booklet. The text has been reformatted into a single column in a large enough font to easily read.

A copy of the Microlite75 Special Edition will also be available to donors as soon as Microlite75 is completed and a Special Edition for donors is produced. To get access to these downloads, help Randall pay the cancer bills by sending a donation in any amount -- small or large -- to the RetroRoleplaying Cancer Fund via Paypal at this link:

https://www.paypal.com/cgi-bin/webscr?cmd=_s-xclick&hosted_button_id=5599990

For a limited time (until the final version of Microlite75 is released, probably in Summer 2010) the following additional donor benefits are available:

- *if you donate \$25 or more you will also be listed as a Bronze Sponsor of Microlite75 in the final edition of the Microlite75 rulebook.*
- *if you donate \$50 or more you will also be listed as a Silver Sponsor of Microlite75 in the final edition of the Microlite75 rulebook.*
- *If you donate \$100 or more you will also be listed as a Gold Sponsor of Microlite75 in the final edition of the Microlite75 rulebook.*

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SEARCHERS OF THE UNKNOWN

Another minimal way to play D&D

Concept

A typical old-school D&D module stats list for a monster looks like this: (AC6, MV9', HD 1, hp 4, #AT1, D1-10 by halberd). The idea is that, if it's enough for monsters, it should be enough for PCs too. This light-rule system enables to play these modules in that way.

Build a PC

As a minimalist option, assumes PC's are dungeon crawlers, delvers and swordsmen. Clerics rules churches and wizards laboratories, or could be villains, but don't venture into dungeons.

1° Choose an armor. This gives your PC an armor class (AC) and a movement rate (MV).

Armor	AC	MV
No armor	9	12
Leather armor	7	9
Chainmail	5	6
Plate mail	3	3
Shield	-1	-1

2° Roll for hit points, 1d8 per level (HD). So, 1d8 for a PC starting at level 1.

3° Choose three weapons, or two weapons and a shield

Weapon	Description	D
Small weapons	Easily concealable (dagger, sling, ...)	1d4
Range weapon	Bow, crossbow...	1d6
Melee weapon	Mace, sword, hammer,...	1d8
2-handed weapon	2-Handed sword, polearm, ...	1d10

4° Number of attacks (AT) is 1 at start, then raise at 2 at level 5, 3 at level 9 and so on. When a PC kills a monster, he can make another attack at the end of the same round.

5° Choose a name and a description. Choose a race, like human, dwarf, hobbit or elf (it has no rules effect, but it adds fun in the game). Imagine what he was before becoming an adventurer. Your PC is ready.

Example of character sheet: Humphrey the bald (AC 5 MV 6 HD 3 hp 14 #AT 1 D 1d10 with a voulgue).

Fighting

1° Initiative: Each one roll 1d10+his AC. The best score has initiative, then each one attack in descending order. So a lighter fighter has better chances to strike first. If one has several attacks (AT), he rolls initiative several times.

2° Attack: roll 1d20. If the score is *under* your opponent AC + your own level, it's a hit. Example: to hit an orc with AC 6, a 3 level adventurer needs a 9 or below.

3° Damage: When you hit an opponent, roll the damage (D) dice. Deduces the result from your opponents hit points (hp). At or below 0, monsters are dead, and PC's are knocked out.

Monsters could kill them easily, but they won't. Instead, they keep them as prisoners. This is just more pulp-like.

5° Morale: If outnumbered, after the first death, and when reduced to one-half number or hit points, monsters checks for morale. The DM rolls 1d10. If the result is over the monster's hit dice, he will withdraw or surrender to get a better position.

4° Rest and bandages: After that, all hit points (hp) are restored back their initial score. After all, hit points reflect the capacity to escape or stand hits. If a PC has been sent below 0hp, he may needs a longer rest, or even healing magic like a potion of healing), because he's wounded.

Adventure

1° Stealth & stunts: sneak a monster, hide in shadows, move silently, climb or swim are easier with a lighter armor. For each such an action, roll 1d20 under the character's AC+level. So a 4th level adventurer with a leather armor and a shield must roll 10 or under to climb a cliff. For easier actions, the DM may choose 1d10 rather than 1d20.

2° Saving thrown: when such a roll is needed for any reason, roll 1d20 under the character's level, +4. So 7th level adventurer must roll under 11 to escape a magical charm from a harpy. This "level+4" rules apply to every other action which aren't covered by the "stealth & stunts" rule, but fits the common adventurers knowledge like searching for secrets doors or picking locks.

3° Dangers: If something could kill a man, like a fall, a fire or a trap, it does 1d8 points of damage. If it could kill a horse, 2d8. If it's could kill an ogre, 4d8. No more.

4° Magic: Most spells are self descriptive. As a rule, a spell will last for one fight, or one day for non-fighting spells; their range is one dungeon room, and their area of effect is also one room, or one people per spell level, whichever apply best. Damage is treated as in the "danger" section.

PC's may use spells from scrolls, only once, if the spell level is below or equal their own level.

Experience

PC's starts at level 1 (1 Hit Dice). Each time they defeat a monster, by killing him or another method, they get 100 experience points per monsters hit dice, shared between the party. The number of experience points needed to level up is 2000 x the current level. There are no limits to levels.

Gaining a new level means better rolls for fight, save and actions, and 1d8 more hit points. The player rerolls all hit dices. If the new score is better than the old one, he gets that new total. If not, he keeps the old one.

And now, for sure, fight on!

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SEARCHERS OF THE UNKNOWN

"TARGET 20" VARIANT (SOTU20)

Another minimalist way to play D&D

Concept

A typical old-school D&D module lists a monster's stats like this: (AC6, MV9', HD 1, hp 4, #AT1, D1-10 by halberd). The idea is that, if it's enough for monsters, it should be enough for PCs too. This rules-light system enables you to play these modules in that way. This variant alters the SOTU rules slightly to "higher is better" for d20 rolls.

Build a PC

This system assumes PC's are dungeon crawlers, delvers and swordsmen. Clerics rules churches; and wizards laboratories, or could be villains, but don't venture into dungeons.

1° Choose an armor. This determines your PC's armor class (AC) and a movement rate (MV).

Armor	AC	MV
No armor	9	12'
Leather armor	7	9'
Chainmail	5	6'
Plate mail	3	3'
Shield	-1	-1'

2° Roll for hit points, 1d8 per level (HD). So, 1d8 for a PC starting at first level.

3° Choose three weapons, or two weapons and a shield

Weapon	Description	Damage
Small weapons	easily concealable (dagger or sling)...	1d4
Range weapon	bow, crossbow...	1d6
Melee weapon	mace, sword, hammer...	1d8
2-handed weapon	2-handed sword, polearm...	1d10

4° Number of attacks (AT) is 1 at start, then rises to 2 at level 5, 3 at level 9 and so on. When a PC kills a monster, he can make another attack at the end of the same round.

5° Choose a name and a description. Choose a race, like human, dwarf, hobbit or elf (it has no rules effect, but it adds fun to the game). Imagine what he was before becoming an adventurer. Your PC is ready.

Example of character sheet: Humphrey the bald (AC 5 MV 9' HD 3 hp 14 #AT 1 D 1d10 with a voulgue).

Fighting

1° Initiative: Each combatant rolls 1d10+his AC. The highest score has initiative, other attacks occur in descending order. So a lightly armored fighter has a better chance to strike first. If one has several attacks (AT), he rolls initiative several times.

2° Attack: roll 1d20 and add the attackers level (HD) plus the targets AC and any modifiers. If the total score is 20 or higher, it's a hit. Example: to hit an AC 6 orc, a 3rd level adventurer needs an 11 or higher.

3° Damage: When you hit an opponent, roll your weapon damage (D) dice. Deduct the result from your opponents hit

points (hp). When hp reach 0 (or below), monsters are dead, and PC's are knocked out. Monsters could kill them easily, but they won't. Instead, they keep them as prisoners. This is just more pulp-like.

4° Morale: If outnumbered, after the first death, and when reduced to one-half or fewer hit points, monsters check for morale. The DM rolls 1d10. If the result is over the monster's hit dice, it will withdraw or surrender to get a better position.

5° Rest and bandages: After combat ends, all hit points (hp) are restored to their initial score. After all, hit points reflect the capacity to avoid or withstand hits. If a PC is reduced to 0hp or below, he needs longer rest or even healing magic, (like a potion of healing), because he's actually wounded.

Adventure

1° Stealth & stunts: Sneaking up on a monster, hiding in shadows, moving silently, climbing or swimming are all easier in lighter armor. For each such action, roll 1d20 and add the character's AC+level. The action is successful if the total is 20 or higher. So a 4th level adventurer with a leather armor and a shield must roll 10 or higher to climb a cliff. For more difficult actions, the DM may choose 1d10 rather than 1d20.

2° Saving throws: When such a roll is needed for any reason, roll 1d20 and add the PC's level, +3. The save is successful if the total is 20 or higher. So a 7th level adventurer must roll a 10 or higher to escape a magical charm from a harpy. This "level+3" rule applies to every action not covered by the "stealth & stunts" rule, and fits common adventurers knowledge like searching for secrets doors or picking locks.

3° Dangers: If something could kill a man, like a fall, a fire or a trap, it does 1d8 points of damage. If it could kill a horse, 2d8. If it's could kill an ogre, 4d8. No more.

4° Magic: Most spells are self descriptive. As a rule, a spell will last for one fight, or one day for non-fighting spells; their range is one dungeon room, and their area of effect is also one room, or one creature per spell level, whichever best applies. Damage is treated as in the "danger" section. PC's may use spells from scrolls, only once, if the spell level is below or equal their own level.

Experience

PC's start at level 1 (1 Hit Dice). Each time they defeat a monster, by killing it or another method, they get 100 experience points per monsters hit dice, shared between the party. The number of experience points needed to level up is 2000 x the current level. There are no limits to levels. Gaining a new level means better rolls for fight, save and actions, and 1d8 more hit points. The player rerolls all hit dice. If the new score is higher than the old, keep the new total. If not, keep the old one. And now, for sure, fight on!

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SEARCHERS OF THE UNKNOWN

D20 STYLE

A minimalist way to play 3E style D&D

Concept

In the original Searchers of the Unknown rules, the lower the die roll the better. These rule alterations change the mechanics slightly to reflect a general "higher is better" philosophy; which for some players may be more intuitive.

Build a PC

As a minimalist option, assume PC's are dungeon crawlers, delvers and swordsmen. Clerics rule churches and wizards laboratories, or could be villains, but don't venture into dungeons.

1° Choose an armor. This determines your PC's armor class (AC) and movement rate (MV).

Armor	AC	MV
No armor	10	12
Leather armor	13	9
Chainmail	15	6
Plate mail	17	3
Shield	+1	-1

2° Roll for hit points, 1d8 per level (HD). So, roll 1d8 for a PC starting at level 1.

3° Choose three weapons, or two weapons and a shield

Weapon Description	D
Small weapons Easily concealable (dagger, sling, ...) 1d4	
Range weapon Bow, crossbow...	1d6
Melee weapon Mace, sword, hammer,...	1d8
2-handed weapon 2-Handed sword, polearm, ...	1d10

4° Number of attacks (AT) is 1 at start, then rises to 2 at level 5, 3 at level 9, and so on. When a PC kills a monster, he can make another attack at the end of the same round.

5° Choose a name and a description. Choose a race, like human, dwarf, hobbit or elf (it has no rules effect, but it adds fun in the game). Imagine what he was before becoming an adventurer. Your PC is ready.

Example of character sheet: Humphrey the bald (AC 15 MV 6 HD 3 hp 14 #AT 1 D 1d10 with a voulgue).

Fighting

1° Initiative: Each combatant rolls 1d10+ AC. The **lowest** score has initiative, then each one attacks in ascending order. So a lighter armored fighter has a better chance to strike first. If one has several attacks (AT), he rolls initiative several times.

2° Attack: roll 1d20. If the score plus your level is **equal to or greater than** your opponents AC, you hit. Example: to hit an orc with AC 14, a 3rd level adventurer needs an 11 or greater.

3° Damage: When you hit an opponent, roll the damage (D) dice. Deduct the result from your opponents hit points (hp). At or below 0, monsters are dead, and PC's are knocked out.

Monsters could kill them easily, but they won't. Instead, they keep them as prisoners. This is just more pulp-like.

5° Morale: If outnumbered, after the first death, and when reduced to one-half or fewer hit points, monsters check for morale. The DM rolls 1d10. If the result is over the monster's hit dice, he will withdraw or surrender to get a better position.

4° Rest and bandages: Afterwards, all hit points (hp) are restored back to their initial score. After all, hit points reflect the capacity to avoid or withstand hits. If a PC has been sent below 0hp, he may need a longer rest (or even healing magic - like a potion of healing), because he's wounded.

Adventure

1° Stealth & stunts: sneaking up on a monster, hiding in shadows, moving silently, climbing or swimming are easier when wearing lighter armor. For each such action, roll 1d20 **equal to or over the character's AC - level.** So a 4th level adventurer with leather armor and a shield must roll a 10 or over to climb a cliff. For very difficult actions, the DM may choose 1d10 rather than 1d20.

2° Saving throws: when such a roll is needed for any reason, **roll 1d20 and add the characters level; trying to obtain a total over 15.** So a 7th level adventurer must roll over 9 to escape a magical charm from a harpy. This "d20 plus level = 15+" rule applies to every other action not covered by the "stealth & stunts" rule, and fits the common adventurer's knowledge like searching for secrets doors or picking locks.

3° Dangers: If something could kill a man, like a fall, a fire, or a trap, it does 1d8 points of damage. If it could kill a horse, 2d8. If it's could kill an ogre, 4d8. No more.

4° Magic: Most spells are self descriptive. As a rule, a spell will last for one fight, or one day for non-fighting spells; their range is one dungeon room, and their area of effect is also one room, or one target per spell level, whichever best applies. Damage is treated as in the "dangers" section. PC's may use spells from scrolls, only once, if the spell level is below or equal their own level.

Experience

PC's start at level 1 with 1 Hit Dice. Each time they defeat a monster, by killing it or another method, they gain 100 experience points per monsters hit dice, shared between the party. The number of experience points needed to level up is 2000 x the current level. There are no limits to levels. Gaining a new level means better rolls for fight, save and actions, and 1d8 more hit points. The player rerolls all hit points. If the new score is higher than the old one, he keeps the new total. If not, he keeps the old.

And now, for sure, fight on!

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SPELLCASTERS OF THE UNKNOWN

Adding clerics and wizards to Searchers of the Unknown

Concept

The following rules add spellcasting character classes to the amazing rules lite rpg "Searchers of the Unknown" by Nicolas Dessaux.

Build a PC

Your first choice when creating a spellcasting character is whether to be a cleric or wizard. This choice determines the type of spells you can cast, armor and weapon restrictions, hit dice and combat abilities, and experience requirements.

Cleric

Clerics are highly religious men or women that derive their miraculous abilities from devout worship of a God or Goddess.

1° Chose an armor. Clerics can wear any armor.

2° Roll for hit points, 1d6 per level (HD).

3° Choose two weapons, or one weapon and a shield. Clerics may use only a sling, mace, or hammer.

4° Number of attacks: Clerics may attack only once per round. When a cleric kills a monster, he does not gain a second attack at the end of the round

5° Experience: A cleric's experience multiple is 1500 x the current level. A cleric gaining a new level means better fight (1 every 2 levels), save and action rolls, and 1d6 more hit points. The player rerolls all hit dices. If the new score is better than the old one, he gets that new total. If not, he keeps the old.

6°Turning undead: Instead of attacking, a cleric may attempt to turn undead. Roll 1d20 under the cleric's level, +4; and add or subtract the undead monster's HD if it is greater or lower than the cleric's level. So a 7th level cleric must roll under 17 to turn a 1 HD skeleton (7th level plus 4 equals 11; cleric is 6 HD higher than a 1 HD skeleton). Each turning attempt effects all undead within a 20' radius.

7° Casting spells: A cleric may cast a total number of spells per day equal to his level minus one; with a maximum spell level equal to $\frac{1}{2} \times$ level. Thus a first level cleric cannot cast spells, and a third level cleric can cast 2 level 1 spells/day. Spell durations are measured in 10 minute (turns) or 10 second blocks of time (rounds).

Cleric Spell List

Level Spell: Range and Effect

- 1 Cure Light Wounds: touch, Heals 1d6 hp
- 1 Detect Evil: 120' Detects evil thought/intent for 6 turns
- 1 Detect Magic: 60' Detect magic for 2 turns
- 1 Light: Lights 120' Lights a 30' radius for 12 turns
- 1 Protection from evil: 0' enchanted monsters can't attack, +1 on saves and +1 penalty to hit for evil opponents
- 2 Bless: 60' Allies gain +1 to hit/morale for 6 turns
- 2 Find Traps: 30' find normal and magic traps for 2 turns

- 2 Hold Person: 120' Holds 1-4 for 6 turns +1 turn/caster level, 12 on save if used against single target
- 2 Resist Cold or Fire: 30' Immune to normal fire or cold for 2 rounds, +2 on saves, -1 for each damage dice for 6 turns.
- 3 Cure/Cause Disease or Blindness: Blind= -4 to hit and +4 to AC, Disease= -4 damage and hp, permanently
- 3 Striking: 30' Weapon does an extra damage dice for 1 turn.
4. Neutralise Poison/Poison: Touch negates poison in or poisons creature (hit in combat must save or die)

Wizard

Wizards derive spellcasting abilities from research and study of ancient tomes. The time and effort expended to gain magical knowledge has a deleterious effect on their fighting skills.

1° Choose an armor. Wizards may not cast spells while wearing armor or using shields.

2° Roll for hit points, 1d4 per level (HD).

3° Choose two weapons. Wizards may use only a dagger, sling, or staff (2 handed weapon that deals 1d6 damage).

4° Number of attacks: Wizards may attack only 1/round. When a wizard kills a monster, he does not gain a second attack at the end of the round

5° Experience: A wizard's experience multiple is 2500 x the current level. A wizard gaining a new level means better fight (1 every 3 levels), save and action rolls, and 1d4 more hit points. The player rerolls all hit dices. If the new score is better than the old one, he gets that new total. If not, he keeps the old.

6° Casting Spells: A wizard may cast a total number of spells per day equal to his level; with a maximum spell level equal to $\frac{1}{2} \times$ level rounded up). Thus a 1st level wizard can cast 1 level 1 spell per day, and a 3rd level wizard can cast either 3 level 1 spells/day, or 1 second level spells and 2 first level spell/day. Wizards must choose spells before each adventure.

Wizard Spell List

Level Spell: Range and Effect

- 1 Charm Person: 120' Makes victim enamoured of caster for 1-20 days minus HD (minimum 1 day)
- 1 Detect Magic: 60' Detect magic for 2 turns.
- 1 Light: Lights 120' Lights a 30' radius for 6 + caster level turns
- 1 Magic Missile: 150' One 1d4+1 damage missile per 3 caster levels (ex - a 4th level wizard makes 2 missiles).
- 1 Sleep: 240' Puts 2-8 HD (max 4 HD creature) to sleep 2-8 rounds
- 1 Shield: touch, AC4 protection (AC2 vs missiles) with AC9 encumbrance for 2 turns, immune to magic missiles
- 2 Detect Invisibility: 10'/level see invisible 5 rounds/level
- 2 Invisibility: 240' Target Invisible (-4 to be hit) until attacking
- 2 Web: 10' Create sticky mass 10' radius, giants break through in 1 round, humans take 2-8 turns.
- 3 Dispel Magic 60' Remove all magic 60' radius
- 3 Fireball: 240' 1d6/level damage 20' radius
- 3 Lightning Bolt: 240' 5'x60 bolt 1d6/level damage
- 4 Charm Monster: As charm person but any creature
- 4 Minor Globe of Invulnerability: 10' radius sphere around caster prevents all 1-3rd level spells (except casters own) 1 round/level.

DEMIHUMANS OF THE UNKNOWN

*Adding Dwarves, Elves, and Halflings (Hobbits) to
Searchers of the Unknown*

Concept

These rules add the three classic demihuman races to the amazing rules lite rpg "Searchers of the Unknown" by Nicolas Dessaux (required for play). An Elves spellcasting ability requires the use of the "Spellcasters of the Unknown" supplement.

Build a PC

Your first choice when creating a demihuman character is selecting the race you desire to play. This determines whether you can use spells, hit dice, racial abilities, and experience requirements; as well as any level limits the character may suffer.

Common Demihuman Attributes

Demihumans have infravision (can see in the dark) with a 60' range. Demihumans commonly have limits on the maximum level they can attain to balance their special abilities and racial benefits.

In most other respects they conform to the standard rules for a Searchers of the Unknown PC, with the exceptions noted below:

Dwarves

Dwarves are short, broadly built, muscular, bearded demihumans. They are about 4' tall and 150 lbs.

1° Level limit: Can advance only to 6th level.

2° Combat benefit: Dwarves gain a -1 bonus to hit Goblins, Orcs and Hobgoblins. They are also skilled against fighting opponents like Ogres, Trolls, and Giants, who have a +4 penalty to hit a dwarf.

3° Magic and poison resistance: Dwarves make saving throws against magic and poison as if they were 4 levels higher.

4° Languages: Dwarves can speak Dwarf, Common, Gnomish, Goblin, Orcish, and Kobold.

5° Underground Experience: Dwarves note slanting passages, traps, shifting walls and new construction underground on a 1-4 on a d6.

6° Small Size: Dwarves cannot use two handed weapons or longbows. Their movement rates are 9" in no or leather armor.

Elves

Elves are fey creatures with pointed ears, slight build, and are generally shorter than most humans. They are unique in that they combine the abilities of a standard Searchers of the Unknown PC with a Wizard from Spellcasters of the Unknown.

1° Level limit: Can advance only to 4th level adventurer/8th level wizard.

2° Hit Dice: Elves gain 1d6 hp per level (HD).

3° Armored Spellcasting: Elves can cast spells while wearing any armor and must have at least one hand free. Spell use is otherwise as per the Spellcasters of the Unknown Wizard class.

4° Slow Advancement: An elf progresses both as an adventurer and wizard simultaneously, and has an experience multiple of 4500 x current level.

5° Combat Benefit: Elves gain a -1 bonus to hit with bows, swords and are immune to Ghoul paralysis.

6° Languages: Elves can speak Common, Elvish, Gnoll, Hobgoblin and Orcish.

Halflings(Hobbits)

Hobbits are shorter than dwarves, usually around 3 feet tall and weighing about 60 lbs. They generally have curly hair and furry feet.

1° Level limit: Can advance only to 4th level.

2° Hit dice: Due to their small size, halflings gain but 1d6 hp per level (HD).

3° Combat benefit: Halflings are deadly with missile weapons, gaining a -3 bonus to hit. Their small size and skill are useful against fighting larger humanoid opponents, who have a +2 (human sized) or +4 (giant sized) penalty to hit.

4° Magic and poison resistance: Halflings make saving throws against magic and poison as if they were 4 levels higher.

5° Stealthy: Halflings gain +4 to their effective level to sneak up on monsters and hide in shadows.

6° Languages: Halflings can speak Dwarf, Elf, Common, Gnomish, Goblin, Orcish, and Kobold.

7° Small Size: Halflings cannot use two handed weapons or longbows. Their movement rates are 9" in no or leather armor.

HOBBITS IN THE UNKNOWN

Another minimal way to play D&D

Concept

J.R.R. Tolkien claimed he didn't invented the word Hobbit. So, OD&D players have the moral right to claim it as part of the common heritage of fantasy folklore. *Should any player wish to be one...*

Build a Hobbit

Hobbits never choose to become adventurers. But sometimes, for unexpected reasons, they found themselves in adventure-like situations and can't escape it.

1° Choose an armor. This gives your PC an armor class (AC) and a movement rate (MV).

Armor	AC	MV
Standard Hobbit clothes	9	12
Good old leather jacket	7	9
Shiny sheriff parade armor	5	6
Uncle Rollo's chainmail in the attic	3	3
Left handed objet*	-1	-1

*Anything like a cap, a hat, a pan, a rolling-pin...

2° Roll for hit points, 1d6 per level (HD). So, 1d6 for a Hobit starting at level 1.

3° Choose three weapons, or two weapons and a shield

Weapon	Description	D
Small weapons	Easily concealable (dagger, sling, ...)	1d4
Range weapon	Bow, crossbow...	1d6
Melee weapon	Sword, hammer,...	1d8
2-handed weapon	Pike, shovel,...	1d10

4° Number of attacks (AT) : When a Hobbit kills a monster, he can make another attack at the end of the same round.

5° Choose a name and a description. Imagine what he was before becoming an adventurer and what happened which put him into that nightmare. Your Hobbit is ready.

Example of character sheet: Marshall Bollo (AC 5 MV 6 HD 3 hp 14 #AT 1 D 1d10 with a Pike).

Fighting

1° Initiative: Each one roll 1d10+his AC. The best score has initiative, then each one attack in descending order. So a lighter fighter has better chances to strike first. If one has several attacks (AT), he rolls initiative several times.

2° Attack: roll 1d20. If the score is *under* your opponent AC + your own level, it's a hit. Example: to hit an orc with AC 6, a 3 level Hobbit needs a 9 or below.

3° Damage: When you hit an opponent, roll the damage (D) dice. Deduces the result from your opponents hit points (hp). At or below 0, monsters are dead, and Hobbits are knocked out. Monsters could kill them easily, but they won't. Instead, they keep them as prisoners. This is just more pulp-like.

5° Morale: If outnumbered, after the first death, and when reduced to one-half number or hit points, monsters checks for morale. The DM rolls 1d10. If the result is over the monster's hit dice, he will withdraw or surrender to get a better position.

4° Rest and bandages: After that, all hit points (hp) are restored back their initial score. After all, hit points reflect the capacity to escape or stand hits. If a Hobbit has been sent below 0hp, he may needs a longer rest, or even healing magic like a potion of healing), because he's wounded.

Adventure

1° Stealth & stunts: sneak a monster, hide in shadows, move silently, climb or swim are easier with a lighter armor. For each such an action, roll 1d20 under the character's AC+level+4. So a 4th level Hobbit with a good old leather jacket armor and a left-hand object must roll 14 or under to climb a cliff. For easier actions, the DM may choose 1d10 rather than 1d20.

2° Saving thrown: when such a roll is needed for any reason, roll 1d20 under the character's level, +8. So 4^h level Hobbit must roll under 12 to escape a magical charm from a harpy. This "level+4" rules apply to every other action which aren't covered by the "stealth & stunts" rule, but fits the common adventurers knowledge like searching for secrets doors or picking locks.

3° Dangers: If something could kill a man, like a fall, a fire or a trap, it does 1d6 points of damage. If it could kill a pony, 2d6. If it's could kill an ogre, 4d6. No more.

4° Magic: Most spells are self descriptive. As a rule, a spell will last for one fight, or one day for non-fighting spells; their range is one dungeon room, and their area of effect is also one room, or one people per spell level, whichever apply best. Damage is treated as in the "danger" section.

PC's may use spells from scrolls, only once, if the spell level is below or equal their own level.

Experience

Hobbits starts at level 1 (1 Hit Dice). Each time they defeat a monster, by killing him or another method (like avoiding it), they get 100 experience points per monsters hit dice, shared between the party. The number of experience points needed to level up is 2000 x the current level. Hobbits can never go beyond 4th level.

Gaining a new level means better rolls for fight, save and actions, and 1d6 more hit points. The player rerolls all hit dices. If the new score is better than the old one, he gets that new total. If not, he keeps the old one.

And now, for sure, fight on!

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SOTU * REFIRED^{v3}

Another minimal way to play Dungeons & Dragons

Races

Dwarfs are short and cunning, see well in dim light, and have up to 7 HD. **Elves** are slim and wise, see well in dim light, and have up to 6 HD. **Men** are tall and proud, and have up to 9 HD.

Classes

Fighters are strong and athletic, have better attack rolls and have d6+2 hp per HD. **Thieves** are quick and subtle, have better attack rolls with bow, dagger, sling or sword, and have d4+2 hp per HD. **Wizards** are uncanny and shrewd, cast magic spells, and have d4 hp per HD.

Hit Points

Hit points are rolled each new day. PCs roll 1 HD per level, up to their racial maximum. Each level thereafter adds 2 hp regardless of class. Monsters have 1d6+2 hp per HD.

Starting Out

Fighters begin with leather or chain armour and 5 dice of weaponry. **Thieves** begin with leather armour, thieves' tools and 3 dice of weaponry. **Wizards** begin with a spellbook, and 1 die of weaponry.

Equipment

Armour	AC	Movement Rate		
		Dwarf	Elf	Man
None	9	9"	12"	12"
Leather	8	9"	12"	12"
Chain	6	9"	9"	9"
Plate	4	9"	6"	6"
Helm	-1	-	-	-
Shield	-1	-	-	-

Helms and shields cost 1 die of weaponry each.

Weapon	Dice	Note
Axe, Mace, Sword	2	-
Dagger	1	Can be thrown.
Flail	2	+1 versus shields. Slow.
Great sword, Pole axe	3	-1 in dungeons. Slow.
Spear	2	Can be thrown. Cost 1 dice.
Staff	1	-
Bow	2	Out of arrows on a 1.
Crossbow	3	Slow. Reload. Out of bolts on a 1.
Sling	1	Never out of stones.

The Character Sheet

Invent a name, an appellation, a one line description, a one line background, and your character is ready for adventure!

For example; *Edgar the Fierce* (Man F2 AC4 MV9" HD2d6+4 hp13 chain, helm, shield, mace & sling) is a *squint-eyed, thick-limbed, tawny brute. He is the denounced, disinherited son of a minor noble, and a bitter, vengeful bully who lacks any sense of decorum.*

Combat

Surprise: Either or both sides roll 1d20 + AC to surprise the other. 20+ indicates surprise, and the loss of one combat round.

Initiative: Each combatant rolls 1d20 + AC. Slow weapons are -2. The combatant with the highest initiative strikes first, with others striking in descending order.

Attack: Roll 1d20 + target's AC. **Fighters** add their level, **thieves** add their level with bow, dagger, sling or sword, otherwise add ½ level (rounded down). Monsters add their HD. **Dwarfs** add +1 with axe, **Elves** add +1 with bow. Missile attacks are at -2 versus shields, and at other than short range. 20+ is a hit. On a 20 roll an extra damage die.

Damage: Damage dice are determined by weapon-type, or by HD for monsters. Roll damage dice and sum like results. The greatest sum is the result. Damage is subtracted from hit-points. At 0 or fewer hit-points monsters are slain. PCs and important NPCs are incapacitated on

a successful save versus fortitude, or otherwise slain. Incapacitated PCs are captured for ransom.

Morale: Both sides roll 1d20 and add the level (or HD) of their greatest combatant. If either side is doubled they will flee unless they have not yet suffered any loss. The referee may roll separately for distinct groups of monsters, and may interpret other outcomes from the results, such as falling back, surrender, brazen attack, and so on.

Recovery: PCs who remain above 0 hp can recover all lost hp by resting for a full turn, during which time they stanch bleeding, bind wounds, take refreshments, and so on. PCs reduced to 0 (or fewer) hp recover at the much slower rate of 1 hp per turn, unless a magical elixir of healing is imbibed, for example.

Saving Throws

Saves are versus fortitude, reflexes or will-power. Roll 1d20 + level (or HD). **Dwarfs, Men and fighters** each add +2 to saves versus fortitude. **Dwarfs, Elves and thieves** each add +2 to saves versus reflexes. **Elves and wizards** each add +2 to saves versus will-power. A 3rd level Elvish wizard, for example, adds +3 (3rd level), +2 (Elf versus will power) and +2 (wizard versus will power) for a total of +7 to his saving throw versus enchantments. A result of 20+ indicates a save.

Dungeoneering

All feats of dungeoneering are attempted by rolling 1d20 + AC. PCs add ½ their level unless stated otherwise below. Monsters add ½ their HD. A result of 20+ indicates success.

Athletics: Swimming, running, jumping, forcing doors, lifting gates, charioteering, horsemanship and so on are all feats of athletics. **Fighters** add their level rather than ½ their level. **Men** add +2.

Subterfuge: Sneaking, climbing, fiddling locks, hiding, disguise, forgery, picking pockets and so on are all feats of subterfuge. **Thieves** add their level rather than ½ their level. **Dwarfs** add +2.

Lore: Reading spells from scrolls, operating wands, deciphering runes, negotiation, diplomacy, scholarly pursuits, addressing nobles in court and so on are all feats of lore. **Wizards** add their level rather than ½ their level. **Elves** add +2.

Hazards: Dungeoneering is a dangerous business. Traps and other hazards typically cause 1 damage die per dungeon level. For example, traps on the 7th dungeon level cause 7 damage dice.

Magic

Wizards can cast spells from memory any number of times per day. Anyone can read a spell from a scroll. Roll 1d20 + AC – spell level. **Wizards** add their level, others add ½ their level or HD. **Elves** add +2 when reading scrolls. 20+ indicates success, otherwise no effect.

Wizards choose what level to cast spells at, up to their own level. A *die roll* of equal to or less than the spell level means the **wizard** is fatigued and cannot use magic (except scrolls) again before a full night's rest.

A scroll's spell level is fixed by the author. Anyone other than a **wizard** who reads a scroll and makes a *die roll* of equal to or less than the spell level causes the magic to backfire. 20+ indicates success and consumes the scroll, otherwise no effect.

Spell names imply their effects, which should be described by players. Spells last for one turn, or one day for non-combat magic. Range and area of effect are limited to one room, and damage is at most one die per spell level. Spells can effect up to one creature per spell level, but never more than one creature with more HD than the spell level.

Experience

All PCs begin at level 1 with 0 XP. A PC then requires an *additional* 1,000 XP multiplied by his current level to advance to each new level. I.e., a total of 1,000 XP to reach 2nd level, 3,000 XP to reach 3rd level, 6,000 XP to reach 4th level, 10,000 XP to reach 5th level, and so on. There is no limit on how far a PC can advance.

1 XP is earned for each 1 gp worth of treasure looted. 100 XP is earned per hit-die for defeated monsters. XP earned is divided among party members.

Fight On!

SOTU * REFIRED^{v4}

Another minimal way to play Dungeons & Dragons

Races

Dwarfs are short and cunning, see well in dim light, and have up to 6 HD. **Elves** are slim and wise, see well in dim light, and have up to 5 HD. **Men** are tall and proud, and have up to 7 HD.

Classes

Fighters are strong, athletic and superior in combat. They have d6+2 hp per HD. **Thieves** are quick, subtle and superior with surprise. They have d6 hp per HD. **Wizards** are shrewd, uncanny and cast magic spells. They have d6 hp per HD.

Hit Points

Hit points are rolled each new day. PCs roll 1 HD per level, up to their racial maximum. Each level thereafter adds 2 hp regardless of class. Monsters have 1d6+2 hp per HD.

Starting Out

All PCs begin with regular clothing and a backpack containing a water skin, supplies for a week, a rope, a tinderbox and 6 torches. Additionally, **fighters** begin with brigandine, mail or plate armour and 5 dice of weaponry. **Thieves** begin with brigandine, a jimmy bar, lock picks and 3 dice of weaponry. **Wizards** begin with a spellbook, inkpot, quill and 1 die of weaponry.

Equipment

Armour	AC	Movement Rate		
		Dwarf	Elf	Man
None	9	9"	12"	12"
Brigandine	7	9"	10"	10"
Mail	6	7"	8"	8"
Plate Armour	5	5"	6"	6"
Helm	-1	-	-	-
Shield	-1	-	-	-

Helms and shields cost 1 die of weaponry each.

Weapon	Dice	Note
Axe, Mace, Sword	2	-
Dagger	1	Can be thrown.
Flail	2	+1 versus shields. Slow.
Great sword, Pole axe	3	-1 in dungeons. Slow.
Spear	2	Can be thrown. Cost 1 die.
Staff	1	-
Bow	2	Out of arrows on a 1.
Crossbow	3	Slow. Reload. Out of bolts on a 1.
Sling	1	Never out of stones.

The Character Sheet

Invent a name, an appellation, a one line description, a one line background, and your character is ready for adventure!

For example; *Timothy the Gambler* (T2 AC7 MV10" HD2d6 hp6 brigandine, sword, dagger) is a nimble footed wag with an indispensable bag of tricks with cards and dice – all of them perfectly legal, of course!

Combat

Surprise: Either or both sides roll 1d6 to surprise the other. Thieves add +1. 5+ indicates surprise, and the loss of one combat round.

Initiative: Each combatant rolls 1d6. Thieves add +1. Slow weapons are -2. The combatant with the highest initiative strikes first, with others striking in descending order. If multiple attacks, roll for each attack.

Attack: Roll 1d20 + target's AC. **Fighters** add their level, **thieves** add their level with bow, dagger, sling or sword, otherwise add ½ level (rounded down). Monsters add their HD. **Dwarfs** add +1 with axe, **Elves** add +1 with bow. Missile attacks are at -2 versus shields, and at other than short range. 20+ is a hit. **Fighters** attack twice per round if they have at least twice as many levels as their opposition has HD.

Damage: Damage dice are determined by weapon-type, or by HD for monsters. Add 1 damage die on a natural 20. Thieves add 1 damage die per level for melee attacks by surprise. Roll damage dice and sum like results. The greatest sum is the result. Fighters add 1 point of damage per two levels for melee attacks. At 0 or fewer hit-points monsters are slain. PCs and important NPCs are incapacitated on a successful save, or otherwise slain. Incapacitated PCs are captured for ransom.

Morale: Both sides roll 1d6 and add +1 per 4 HD of their greatest combatant, +1 for numerical superiority, and +1 for magical or supernatural aid. If either side is doubled they will flee if they lost the combat round. The referee may roll separately for distinct groups, and may interpret other outcomes from the results, such as falling back, surrender, brazen attack, and so on. PCs and major NPCs are not compelled by morale rolls.

Recovery: PCs who remain above 0 hp can recover all lost hp by resting for a full turn, during which time they bind wounds, take refreshments, and so on. Incapacitated PCs take a full day to recover, unless a magical elixir of healing is imbibed, for example.

Saving Throws

Roll 1d20 + level (or HD). **Men** add +2. **Dwarfs** and **Elves** add +3. **Wizards** add a further +1. A 2nd level Elvish wizard, for example, adds +2 (2nd level), +3 (Elf) and +1 (wizard) for a total of +6. A result of 20+ indicates a save.

Dungeoneering

All feats of dungeoneering are attempted by throwing 1d6. A result of 5+ normally indicates success. However, race and class selection can modify this throw by +1 or even +2 in some circumstances.

Fighters add +1 for feats of prowess; Swimming, jumping, forcing doors, lifting gates, chariotteering and so on. **Thieves** add +1 for feats of subterfuge; Sneaking, climbing, cracking locks, disguise, forgery, picking pockets and so on. **Wizards** add +1 for feats of lore; Reading scrolls, operating wands, deciphering runes, addressing nobles in court, concocting potions and so on. **Elves** add +1 for feats of perception; Finding secret doors, discerning strange noises, glimpsing the invisible and so on. **Dwarfs** add +1 for feats of craftsmanship; Stone masonry, carpentry, mining, forging swords, appraising jewellery and so on.

Hazards: Dungeoneering is a dangerous business. Traps and other hazards typically cause 1 damage die per dungeon level. For example, traps on the 7th dungeon level cause 7 damage dice.

Magic

Spell names imply their effects, which should be described by players. Spells last for one turn, or one day for non-combat magic. Range and area of effect are limited to one room, and damage is at most one die per spell level. Non-combat magic can effect up to 1d6 HD of creatures per spell level, but never any one creature with more HD than the spell level.

Wizards can memorise 1 spell plus 1 spell per level and cast these any number of times per day. The **wizard** chooses what level to cast a memorised spell at, up to his own level. 1d6 is thrown per spell level with each result of 1 or 2 causing 1 hp damage. If so damaged the **wizard** must save or be aged 1 year. If reduced to 0 hp the **wizard** falls into a catatonic slumber from which he cannot be roused for a full day.

Anyone can read a spell from a scroll as a feat of lore – except that a **wizard** need not roll to read a spell he has previously cast from memory. A scroll's spell level is fixed by its author. If anyone other than a **wizard** throws a 1 when reading a scroll the magic backfires and ages the reader by 1 year. Otherwise, a 5+ triggers the magic and consumes the scroll.

Experience

All PCs begin at level 1 with 0 XP. A PC then requires an *additional* 1,000 XP multiplied by his current level to advance to each new level. I.e., a total of 1,000 XP to reach 2nd level, 3,000 XP to reach 3rd level, 6,000 XP to reach 4th level, 10,000 XP to reach 5th level, and so on. There is no limit on how far a PC can advance.

1 XP is earned for each 1 gp worth of treasure looted. 100 XP is earned per hit-die for defeated monsters. XP earned is divided among PCs.

Fight On!

MONSTERS OF THE UNKNOWN

A Bestiary for Searchers of the Unknown

Following are a number of classic monsters suitable for use in Searchers of the Unknown.

AC = Armor Class, MV = Movement, HD = Hit Dice, AT = damage per Attack.

Dragon, Acid AC 3, MV 12, HD 6d8 to 8d8. AT 1d4, 1d4, 3d6

The acid dragon can also attack with its acid breath, creating a 6"x0.5" stream of acid, dealing damage equal to its HP (half on successful saving throw).

Dragon, Cold AC 3, MV 12, HD 5d8 to 7d8. AT 1d4, 1d4, 2d6

The cold dragon can attack with its breath weapon, which creates a blast of cold 7"x2.5" (see above)

Dragon, Fire AC -1, MV 9, HD 9d8 to 11d8. AT 1d8, 1d8, 3d10

The fire dragon can also attack with its breath, creating a 9"x3" column of fire (see above).

Fishfolk AC 2, MV 12, HD 2d8+2. AT 1d8

Gargoyle Swarm AC 5, MV 9, HD 4d8+4. AT 1d4, 1d4, 1d6, 1d4

Ghoul AC 6, MV 9, HD 2d8. AT 1d4, 1d4, 1d6

On a hit, enemies (unless they save) take paralysis for 1d6 turns. They cannot move, attack, or cast spells, but can talk. Any cure spell will remove the paralysis.

Ghost AC 0, MV 9, HD 10d8. AT 1d8+8

A ghost is ethereal, and will first attempt to dominate a victim (normal attack roll). If that fails, the ghost will semi-materialize and perform a normal touch attack. A semi-materialized ghost has AC 6 and gets half damage when attacked.

Goblin AC 6, MV 6, HD 1d8. AT 1d6

Kobold AC 7, MV 6, HD 1d4. AT 1d4

Kobold Mage AC 6, MV 6, HD 2d8. AT 1d6+1

A kobold mage can cast *magic dart*, *push*, and *scare*.

Lizard, Giant AC 5, MV 15, HD 3d8+1. AT 1d8

On a hit, the target is grabbed (but is allowed a save). On subsequent turns, if the target does not escape the grab, the target takes double damage from the giant lizard's jaws.

Ogre AC 5, MV 9, HD 4d8+1. AT 1d10

Salaman AC 5, MV 9, HD 8d8. AT 2d6, 3d6

The first attack is the salaman's metal spear; the other is its constricting tail.

Spider AC 4, MV 3, HD 4d8+4. AT 1d8

A spider can leap 12" twice per encounter. A spider's web makes an attack equivalent to the spider's level to grab any creature within it.

Triton AC 5 MV 15, HD 3d8, AT 1d8

Troll AC 5, MV 12, HD 6d8+6. AT 1d4+4, 1d4+4, 1d10+1

Three rounds after first being hit, a troll will regain 3 HP at the end of its turn.

Vampire AC 1, MV 12, HD 8d8+3. AT 1d6+5

Vampires regenerate 3 HP per round, and are immune to poison and paralysis, as well as *sleep*, *charm*, and *hold* spells.

Zombie AC 8, MV 6, HD 2d8. AT 1d8

Sleep, *charm*, and cold-based spells have no effect on zombies.

Monsters By Hit Dice

1	Goblin, Kobold
2	Fishfolk, Ghoul, Kobold Mage, Zombie
3	Giant Lizard, Triton
4	Gargoyle Swarm, Ogre, Spider
5	Dragon
6	Dragon, Troll
7	Dragon
8	Dragon, Salaman, Vampire, Zombie
9	Dragon
10	Dragon
11	Dragon

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DWARVEN GLORY

Minimalist Post-Ragnarök Roleplaying (Core Rules)

You are a **Dwarf**.

Not the proud and stubborn warrior found in so many fantasy novels and RPGs, however; but a crafty, elusive trickster with an affinity for magic. In Norse sagas and legends, the greatest magicians are often dwarves. They are associated with rocks, the earth, luck, craft, metal work, wisdom, and greed.

You live within an isolated dwarven enclave of Asgård. Your people were spared much of the hardship that fell upon other races during Ragnarök. However, there were still many smaller dwarf-holds and colonies that were lost to earthquakes, goblin hordes, fell monsters, or other disasters.

It is your mission to determine what has become of these settlements...

Race and Class

In *Dwarven Glory*, all Player Characters are Asgårdian **Dwarves**. In addition to the traits listed below, dwarves possess darkvision with 6" range and gain combat bonuses against goblins, trolls, and giants.

Each PC must select a class. **Fighters** are good at combat and athletics. **Thieves** are skilled and sneaky. **Runecasters** have mastered the arcane secrets of runes. (Monsters and most NPCs do not have a class.)

Dwarf PCs may reach a maximum of 5th level as fighters, 7th level as thieves, and 9th level as runecasters.

Hit Points

Characters have 1 HD per level. PCs start with maximum hit points at 1st level, then roll all HD at each additional level, ignoring the new result if it is lower than the previous value. **Fighters** have 1d10 hp per HD, **Thieves** have 1d8, and **Runecasters** have 1d6. (Monsters usually, but not always, have 1d8 hp per HD.) **Dwarves** gain +3 bonus hit points.

Equipment

PCs will be provided with standard adventuring supplies (food, alcohol, etc.). In addition, each character may select 4 pieces of equipment. Medium armour counts as 2 selections. Heavy armour counts as 3 selections. 2 light weapons may be taken as 1 selection. Thieves may spend 1 selection for a thieves' tools. Runecasters can master 1 rune per equipment selection.

Armour	AC	Movement	Examples / Notes
None	9	9"	—
Light Armour	7	9"	Hide Armour, Leather Jerkin.
Medium Armour	5	7½"	Chain Hauberk, Breastplate.
Heavy Armour	3	6"	Dwarven Plate.
Shield	-1	—	Cannot use 2-handed weapon.

A lower AC makes you harder to hit, but is detrimental in other ways. Note that movement rates listed are for dwarves only. By convention, 1" equals 10 ft at the dungeon scale, and is typically 3 miles at the wilderness scale.

Weapon	Damage	Notes
Light Melee	1d6	Fast, concealable, can be thrown for 1d4.
Medium Melee	1d8	Requires 2 hands, 'standard' melee weapon.
Light Ranged	1d4	Fast, concealable, out of ammo on a 1.
Medium Ranged	1d6	Requires 2 hands, out of ammo on a 1 or 2.

Dwarves are unable to use heavy weapons and must wield medium-sized weapons with 2 hands. Regardless of weapon type, thieves can inflict a max of 1d8 base damage, and runecasters can inflict a max of 1d6 base damage.

The Character Sheet

Invent a name, an appellation, a one-line description, and your character is ready to adventure! For example:

Kivik Forkbeard. Dwarf Thief 1 (XP 0), HD 1d8+3 (hp 11), AC 7 (leather jerkin), MV 9", SV +6, military pick (med melee Atk +0, 1d8), short bow (med ranged Atk +1, 1d6), thieves' tools. *A shrewd but lonely crafts dwarf.*

Combat

Surprise: In cases where a group may be caught by surprise at the start of combat, a Subterfuge check must be made (see *Adventuring Skills*, below). Roll only once, using the worst skill value for each side. Success indicates that the other group is surprised, and loses one combat round.

Initiative: Each combatant rolls 1d6 to determine initiative. Fast weapons are +1 to initiative, slow weapons are -1. The combatant with the highest initiative acts first, with others following in descending order.

Attack: Roll 1d20 + target's AC. **Fighters** add their level. **Thieves** add their level with light or ranged weapons, otherwise they add ½ their lvl (rounded down). **Runecasters** add ½ their level with light weapons only. Monsters add their HD. Ranged weapons cannot be used in melee. 20+ is a hit.

Damage: On a hit, roll damage dice and subtract the result from hit points. At 0 hp monsters are slain. A PC or important NPC is incapacitated at 0 hp, but will survive until he reaches a negative hit point total greater than his level. Incapacitated PCs are either left for dead or captured.

Death's Door: A fortitude save vs. death (see *Saving Throws*, below) is permitted to survive an effect that would otherwise cause a PC's demise. If successful, the character is reduced to minimum hit points and incapacitated.

Morale: In battle, NPCs and monsters are subject to morale. Both sides roll 1d20 and add the level (or HD) of their greatest combatant. If either side is doubled they will flee. The referee may roll separately for distinct groups of monsters, and may interpret other outcomes from the results, such as falling back or surrender. Combatants get a free attack against a fleeing opponent.

Recovery: PCs who remain above 0 hp recover 1 hp per full turn spent resting (when exploring a dungeon), or *all* lost hp by resting for a full movement phase (on the wilderness map). PCs who have been incapacitated recover at the much slower rate of 1 hp per *day* until fully healed, unless medical treatment (such as healing magic) is applied.

Adventuring Skills

All skill checks are attempted by rolling 1d20 + AC. Player Characters (and NPCs) add ½ their level (rounded down) unless stated otherwise below. Monsters typically add ½ their HD. A result of 20+ indicates success.

Athletics: Swimming, climbing, running, jumping, forcing doors, lifting gates, horsemanship, taming a wild beast, and so on are all feats of Athletics. **Fighters** add their level (instead of ½) and gain a +3 bonus to the check.

(**Dwarves** have a +2 bonus on Athletics checks involving strength or endurance, but take a -2 penalty to checks involving grace or agility.)

Subterfuge: Sneaking around, hiding in shadows, disguise, detecting traps, sleight of hand, sensing hazards in dungeons, and finding secret doors are all feats of Subterfuge. **Thieves** add their level and gain a +3 bonus.

(**Thieves** (only) can use their thieves' tools to open locks, remove traps, and disable mechanical devices of various sorts. This is accomplished with a Subterfuge check, and cannot be attempted if the thief wears heavy armour.)

Lore: Deciphering runes and inscriptions, solving riddles, negotiation and diplomacy, composing a fitting ode to a chieftain, and the like are all feats of Lore. **Runecasters** add their level and gain a +3 bonus.

(**Runecasters** (only) can prepare and activate runes with a successful Lore check. The caster cannot wear medium or heavy armour or use a shield.)

Saving Throws

A saving throw allows a character to avoid a threat or lessen its effect. Roll 1d20 + level (or HD); 20+ is a success. **Fighters** add +4 to this roll, **Thieves** add +5, and **Runecasters** add +3. **Dwarves** have a +2 bonus to fortitude-related saving throws, but take a -1 penalty to reflex saves.

Runic Magic

Runecasters are masters of magic, and dwarves are renowned runecasters. A **rune** is a particular magic effect which is linked to a specially-prepared carving. A starting runecaster may choose to master runes in exchange for initial equipment. Additional runes must be gained through adventuring.

A runecaster must first scribe and prepare a rune. A maximum of 1 rune per caster level can be prepared at a time. To trigger a prepared rune, the caster must touch it and recite an appropriate poem or ode, taking 1 round. A Lore check is then made, success meaning that the rune is activated as expected. Failure does not destroy the rune, and the caster may try again next round.

Refer to the *Runecasting* supplement for additional rules and sample runes.

Experience

The referee will assign XP for treasure recovered, monsters defeated, and quests completed. All experience earned is divided evenly among surviving party members.

Starting PCs begin at 1st level with 0 XP. A PC then requires an *additional* 1,000 XP multiplied by his current level to advance to each new level; i.e., a total of 1,000 XP to reach 2nd level, 3,000 XP to reach 3rd level, 6,000 XP to reach 4th level, 10,000 XP to reach 5th level, and so on.

A character must return to his clan hall for training, or be trained by a higher-level PC of the same class, before gaining the benefits of a new level.

DWARVEN GLORY

Rules Supplement: Runecasting

As stated in the *Core Rules*, a **rune** is a particular magic effect which is linked to a specially-prepared carving. This supplement provides additional rules, clarifications, and examples of common runes.

Runecasting consists of three elements; scribing a rune, preparing its arcane energies, then triggering the effect. Scribing a rune requires tools and generally takes 1 turn for wood, 1 hour for stone, and 1 day for metal. (This is typically done before the start of an adventure.) Preparing a rune infuses it with arcane energy and requires 1 turn. To then trigger a prepared rune, the caster must touch it and recite an appropriate poem or ode, taking 1 round. A Lore check is then made, success meaning that the rune is activated as expected. Failure does not destroy a rune, and the caster may try again next round. Unless otherwise stated, each rune lasts for a full day once activated. A maximum of 1 rune per caster level can be prepared at a time (usually at the start of each day). A runecaster cannot prepare or trigger runes while wearing medium or heavy armour or using a shield.

Common Runes

The following list of 20 common runes are those best known to runecasters:

d20 Roll	Rune Name	d20 Roll	Rune Name
1	Beast-Rune	11	Luck-Rune
2	Berzerk-Rune	12	Poison-Rune
3	Binding-Rune	13	Sanctuary-Rune
4	Catch-Rune	14	Shield-Rune
5	Cunning-Rune	15	Shout-Rune
6	Curse-Rune	16	Sight-Rune
7	Death-Rune	17	Speed-Rune
8	Fortune-Rune	18	Strength-Rune
9	Healing-Rune	19	Triumph-Rune
10	Iron-Can't-Bite	20	Wisdom-Rune

Rune Descriptions

Beast-Rune: This rune allows the runecaster to understand the speech of a particular animal. When shaped, the rune must name the animal it is intended to affect; an exact identification must be provided (not “any bear” but “the bear that lives in the big cave at the mouth of Färstå’s stream”). Once the rune is carved, the caster can converse with that animal as if by normal speech, both man and animal understanding each other.

Berzerk-Rune: This rune is shaped upon the haft or hilt of a weapon. In battle, the wielder can call upon the rune’s power to enter into a berzerk fury for one battle. While berzerk, the character can make two melee attacks per round, but cannot flee from battle. Afterwards, he must rest two full turns or be exhausted (–2 to hit and damage, cannot run, cannot berzerk until rested).

Binding-Rune: This rune is shaped upon a collar, a saddle, or any other object potentially worn by an animal. If this object is placed upon an appropriate creature, it will regard the runecaster as a trusted friend and ally. Actions which place the animal’s life in direct danger allow a saving throw to break the charm. (Note that communication is not enabled by this rune.)

Catch-Rune: This rune must be tooled onto the palms of a pair of leather gloves. Once activated, the wearer can make an Athletics check to deflect or catch any weapon – arrows, spears, axes – which are shot or thrown at him. If successful, he deflects or catches the weapon and suffers no damage. If the attempt fails but the attack succeeds, the character suffers 1 extra point of damage. The rune is not effective against siege weapons and other large projectiles (such as boulders thrown by giants).

Cunning-Rune: Typically carved upon a wood or stone talisman, this rune provides a +4 bonus on all Subterfuge skill checks when worn. When shaping the rune, the runecaster must include the recipient’s name.

Curse-Rune: This is a highly-charged and emotional rune to use, since it is a grave insult to the individual named. To fashion this rune, the runecaster must name a particular target and cite the wrongs he has committed. (The rune fails if there is no just cause.) These runes are cared upon a pole, set in the ground, and topped with an animal skull. The named target suffers a –1 penalty to all d20 rolls for the day.

Death-Rune: This rune must be shaped for a particular weapon to be used against a specific named target. When used in combat against that opponent,

the weapon will inflict double damage on its first successful strike. The enchantment is lost if the weapon strikes any other target.

Fortune-Rune: Used by seers, the fortune-rune allows the caster to predict fate. Each rune must be fashioned for a particular question, then activated by throwing the rune to the floor while beseeching the Norns. The rune will tell whether a given action will bring good or bad results for the immediate future (or “nothing”, for actions that are neither good nor bad). The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action.

Healing-Rune: This rune must be carved onto a cup, goblet or drinking horn. When filled with fluid and the rune activated, the cup’s contents are transformed into a healing potion which restores 1d8+1 hp to the drinker. The potion’s efficacy lasts only 1 turn.

Iron-Can’t-Bite: This rune (much valued by warriors of all types) must be carved onto a suit of metal armour. When activated, the armour provides Damage Resistance 1 to its wearer unless he flees from combat (which dispels the enchantment). This rune does not stack with other sources of DR.

Luck-Rune: Typically carved upon a wood or stone talisman, this rune allows the bearer to reroll one failed saving throw when called upon. (The rune is expended even if this reroll is unsuccessful.) When shaping the rune, the runecaster must include the recipient’s name.

Poison-Rune: This rune must be carved onto a cup, goblet, or drinking horn. When filled with fluid and the rune activated, the cup’s contents are transformed into an elixir which counteracts poison if used promptly. The elixir’s efficacy lasts only 1 turn.

Sanctuary-Rune: This rune is placed upon a door or portal, and discourages outside creatures from entering the portal. Specifically, it prevents random encounters from passing through, providing safety to those within.

Shield-Rune: When carved upon a shield and activated, the wielder will automatically parry a death blow (any physical attack which would reduce the character’s hit points below zero), negating all damage. The shield is sundered once used in this manner, rendering it useless.

Shout-Rune: This peculiar rune can be used to free others, or sometimes oneself, from bonds and fetters. It can also open locks. To use, the runecaster must carve the rune on the bonds themselves, then shout to activate the rune, which undoes the restraint or lock.

Sight-Rune: The bearer of this rune can see things beyond the ken of normal folk, specifically objects or beings that are invisible (such as spirits).

Speed-Rune: This rune is placed upon a set of footwear (even a horseshoe will do). When activated, it increases the movement rate of the wearer by one ‘step’, equal to 2 AC (e.g.; a dwarf with MV 6” would increase to 7½”).

Strength-Rune: Typically carved upon a wood or stone talisman, this rune provides a +4 bonus on all Athletics skill checks when worn. When shaping the rune, the runecaster must include the name of the strengthened person.

Triumph-Rune: This is a much-desired rune because it improves a warrior’s skill in battle. It must be inscribed on a melee or thrown weapon, and provides a +1 enchantment bonus to attack and damage rolls. The rune’s power is lost if the warrior defeated in battle or fights using another weapon.

Wisdom-Rune: Typically carved upon a wood or stone talisman, this rune provides a +4 bonus on all Lore skill checks when worn. When shaping the rune, the runecaster must include the name of its bearer.

Learning New Runes

A starting runecaster may choose to master runes in exchange for initial equipment. Additional runes must be gained through adventuring. Although runes are a written type of magic, a character cannot learn how to use a rune just by studying one. There is much more to mastering a rune than simply writing it. The runecaster must have a living example of the rune – either insight, instructor, or divine intervention. Learning runes from an instructor requires a teacher of higher level than the character and typically involve a high cost and/or some form of service (a “special quest”).

Power Runes

As stated earlier, a runecaster can only prepare 1 rune per caster level. One way to bypass this limitation is to create **power runes**. Each power rune must be invested with some of the runecaster’s personal power, requiring 100 gp, 50 XP, and one day of time. Once created, a power rune does not count against the number of runes prepared by the caster. In addition, it can be triggered normally by any runecaster (not just its original creator).



You play a non-human of villainous intent and bad reputation, so choose your race and class:

Race

	HD	MV	Description
Black Hobbit	1	12	Sneaky little bastards.
Red Orc	2	9	Vicious treacherous thugs.
Cave Troll	4	6	Big, ugly and brutal.

Class

Warriors have d6+2 hp per HD. (**Trolls** are all warriors).

They begin with arming doublet (or scale armour) and 2 weapons, except **Trolls**, who don't wear armour.

Rogues can use magic scrolls and have d4+2 hp per HD.

They begin with arming doublet, lockpicks and one weapon.

Wizards cast spells, use scrolls and have d4 hp per HD.

They begin knowing 4 spells of their own creation/choice (as agreed with the Game Master), but have no weapons.

Hit Points

Hit points are rolled each new day. Each new HD attained adds 2 hp regardless of class.

Get Equipped

Armour	AC	Movement Rate
None	0	normal rate
Arming Doublet + Leather Codpiece	2	2/3 rate
Scale Hauberk	5	1/2 rate
Lamellar Armour	7	1/3 rate
Helm	+1	-
Shield	+1	-

Weapon	Bonus	Note
Small (kris, chakram)	1	Also Troll fists/headbutts.
Medium (terbutje)	2	
Large 2 handed (kumade)	3	-1 in tunnels. Slow.
Bow	2	Out of arrows on a 1.
Gunne (pistol, musket)	4	Slow. Out of powder on a 1

Unarmed Black Hobbits and Red Orcs don't get a bonus.

Metal Weapons

Any metal melee weapons found or stolen may be made of (Roll 1d6) 1-2 Iron, 3-4 Bronze, 5-6 Steel. Bronze weapons break on an Attack Roll of 1 on 1d6 if enemy weapons are made of steel or stone. Iron weapons break on a roll of 1-3 if enemy weapons are made of bronze, steel or stone.

Combat

Surprise: If circumstances allow one side to surprise the other with missile weapons, the surprised characters must make saving throws or suffer 1 damage die (based on the attacker's class). Surprise with melee weapons occurs like normal combat but the attackers add their highest MV to the first attack roll.

Attacking: Add up the Attack Rolls (below) for each side. Highest side wins the combat round. Casting spells doesn't count.

Fighters roll 1d8 + HD + AC + Weapon bonus.

Rogues roll 1d6 + ½ HD + AC + Weapon bonus.

Wizards roll 1d4 + AC + Weapon bonus.

Damage: The damage is the difference between the two Attack Rolls and is shared out as equally as possible amongst the losing side. Damage is subtracted from hit-points. At 0 or fewer hit points monsters are slain. PCs and important NPCs are incapacitated on a successful saving throw, or otherwise slain. Incapacitated PCs are captured for ransom or sacrifice.

Berserking

If wounded in combat roll 1d6, **Red Orcs** go berserk on a roll of 4-6, **Black Hobbits** and **Trolls** on a 6. Berserk PCs add 1d6 to their Attack Roll next round but always take 1 HP damage whether then win or lose the round.

Morale

At the start or during combat, if the other side's total HD is equal or less than half the HD of the PCs, the enemy with the highest HD on that side must make a Saving Throw. Failure results in that side (roll 1d6) 1-3 running away or 4-6 surrendering.

Recovery

PCs who remain above 0 hp can recover all lost hp by resting for a full turn, during which time they staunch bleeding, bind wounds, and so on. PCs reduced to 0 (or fewer) hp recover at the much slower rate of 1 hp per turn.

Stunts and Stealth

These are attempted by rolling 1d20 - AC. PCs add their HD. A result of 20+ indicates success. **Troll** stealth rolls are only modified by 1/3 HD (round down).

Saving Throws

Surviving poison, resisting mind control and surviving perils not covered by stunts, stealth or combat. Roll 1d20 + HD. A result of 15+ indicates success.

Hazards

Dungeon-crawling is a dangerous business. Traps and other hazards typically cause 1 damage die per dungeon level. For example, traps on the 7th dungeon level cause 7 damage dice.

Magic

Wizards can cast spells from memory any number of times per day. **Wizards** and **Rogues** can read a spell from a scroll (one-use only). Roll (1d20 - AC) - spell level. **Wizards** add their HD; **Rogues** add ½ their HD. **Black Hobbits** add +2. 20+ indicates success, otherwise no effect.

Wizards choose what level to cast spells at, up to their own HD. A *die roll* of equal to or less than the spell level means the **Wizard** is fatigued and cannot use magic (except scrolls) again before a full night's rest. A scroll's spell level is fixed by the author. Anyone other than a **Wizard** who reads a scroll and makes a *die roll* of equal to or less than the spell level causes the magic to backfire. 20+ indicates success and consumes the scroll, otherwise no effect.

Spell names imply their effects, which should be described by players. Spells last for one turn, or one day for non-combat magic. Range and area of effect are limited to one room, and damage is at most one die per spell level. Spells can effect up to one creature per spell level, but never more than one creature with more HD than the spell level.

Wizards can use a magic focus (e.g. a staff) that adds +2 to their anti-fatigue rolls. An intelligent Deluxe staff negates such rolls entirely but they are often arrogant and irritating.

Experience

All PCs begin with 0 XP. A PC then requires an *additional* 1,000 XP multiplied by his current HD to advance by 1 HD i.e. a total of 1,000 XP to reach 2 HD, 3,000 XP to reach 3 HD, and so on. There is no limit on how far a PC can advance. 1 XP is earned for each 1gp worth of sparkling gems looted. 100 XP is earned per opponents HD for defeated opponents. XP earned is divided among party members.

Sample Scenario

You haven't been paid in weeks by the Evil Overlord. Delve into his dungeon to 'sort him out' and take all his shiny loot, then get back to the inn before they run out of foaming ale.

By Sean Wills, inspired by Simon J. Bull's SOTU Refired V3, based on 'Searchers of the Unknown' written by Nicolas Dessaux. No challenge or claim to the ownership of any trademarks is intended or implied. This is a not-for-profit fan work, believed to reside within Fair Use.

Witches of N'Kai

by Caleb Jensen

Dedication

Witches of N'kai was written as a tribute to Geoffrey McKinney's [CARCOSA](#), and Nicolas Dessaux's [Searchers of the Unknown](#).

Setting

Beneath the forgotten ruins of Yoth lies the endless caverns of N'Kai, home to the Great Old Ones, and their unspeakable spawn. Although lost for centuries witches and warlocks have long sought the forbidden place in their mad search for blasphemous lore, and occult power.

Character Creation

1) Choose Equipment: Choose one armor, and either two weapons or a weapon and shield on the chart below. Armor gives your PC an Defense Class (**DC**) and a movement rate (**MV**), while Weapons tell what damage a character will do in combat (**D**) Shields reduce **DC** and **MV** by 1, and may not be used with Heavy Weapons. The D for ranged weapons is one step lower on the chart.

	Armor		Weapons (D)
	DC	MV	
None	9	12"	1D2
Light	7	9"	1D4
Medium	5	6"	1D6
Heavy	3	3"	1D8

2) Level (LVL): LVL measures the degree of initiation into the dark arts, and the ability to defend one's self against unspeakable horrors. Character's learn a new Ritual whenever they gain a LVL

3) # of Attacks (AT): Characters start with one attack and gain an additional one every four levels.

4) Save (SV): A Character's SV is equal to their LVL +4. A Save roll may be called for actions not covered by the Stealth and Stunts Rules, such as picking locks, or discovering a spawn's name. To succeed roll 1d20 under SV.

5) Wound (W): Characters start with 0 W. If W ever equals a character's LVL the character has died. After an extended rest reduce W by one (min 0.)

6) Name and Describe the Character: Name and describe the character and equipment appropriate to setting.

Example Character: Rothgar the Blue Sorcerer (DC 7 MV 9 SV 5 LVL 1 #AT 1 W 0 D 1D6 with short sword or bow).

Combat

0 - Pre-Combat Before Combat begins each combatant must determine their HP and Initiative score. HP is determined by adding rolling a number of d8 equal to the combatant's LVL minus their W, Initiative is 1D20 + AC for each attack possessed. Round proceed in initiative order (highest first) until all combatants have acted.

1 - Attack: Characters may attack on their initiative by rolling 1d20. If the score is under your opponent DC + your own LVL, it's a hit.

2 - Damage: On a hit roll the damage die (D) and reduce the opponents HP by the result. Should HP be reduced to 0 or below the opponent is rendered unconscious and the attacker may give them 1 W. Unconscious victims are often taken as Sacrifices.

3 - Morale: If a Spawn's is outnumbered and HP is less than their LVL X 2 they must check for morale. The DM rolls 1d10, if the result is higher than the spawn's LVL they will attempt to escape. PC's may attempt to escape willingly at this step. If there are any combatants left at the end of this step repeat steps 1-3..

Adventure

1 - Stealth & stunts: Actions such as swimming, climbing a rope, or sneaking past a spawn are hindered by armor. To perform such actions roll 1D20 under the character's DC +LVL. The DM may add modifiers to the number needed before the dice is rolled to reflect difficulty.

2 - Dangers: Hazards and traps add 1 to 4 W to characters, and may normally be avoided by succeeding at a stunt.

3 - Witch Craft: Whenever a Character gains a level they may learn a Ritual. Most rituals are self descriptive. Most Rituals summon, Bind, Banish or Contact a particular Spawn, although other's are possible. All Rituals require form of sacrifice, and have a duration of one day. Starting characters know no rituals.

3 - Lore: PC's start at initiate Level one. When ever a Spawn is defeated in combat, or studied without being seen a number of Lore Points (LP) equal to the spawn's Level X 100 is split amongst the party. If a character's LP exceeds their current LVL X 2500 they gain a level (increasing their SV, and learning a New ritual, and possibly their AT.)

4) Artifacts: Alien and arcane technology can be found within the caverns. A save is required to discover a Relic's workings. Relics generally grant abilities similar to Powers, but anything the GM imagines are possible. Examples: A cylinder that allows brains to survive indefinitely without the body. Any brain within the Cylinder gains telepathic abilities to it's occupant.

Creating Spawn

Spawn are treated as normal characters

1 - Level (LVL): Spawn may start at any level

2) Roll Stats: Roll 2D4 to determine the Spawn's DC, and 2D8 for their MV. You may add or subtract one from any of these rolls for every three levels the spawn has. A Spawn's D is 1D8.

5 - Name and Describe the Character: Roll 2d4 to determine the number of letters in a spawn's name. Roll 1D4 per letter. On a result of 1 to 3 roll 1D20 on the consonant table (CT). On a 4 roll 1D8 roll on the vowel table. Descriptions should always invoke disgust or horror.

6 - Powers (PW): Roll 1D20 if the result is under the LVL of the spawn roll on the power table and repeat this step (maximum four powers)

#	CT	Power																
1	B	Movement ; Can Fly, Swim, or burrow at it's full MV																
2	D	Frightful Aura: Opponents must check for moral each round																
3	F	Slick Ooze: Lowers DC and MV by one																
4	G	Pseudopod: On a successful hit, the Spawn may hold an opponent (Roll under AC to escape)																
5	H	Poison: When hit an opponent must save or be reduced to 0 HP																
6	J	Madness: When first encountered an opponent must save or go mad																
7	K	Paralysis: When hit an opponent must save or be unable to act for a # of rounds = spawn's LVL																
8	L	Possess: When hit an opponent must save or have mind taken over by the Spawn for # of rounds = Spawn's level																
9	P	Blood Drain: After a hit an opponent must Save or Spawn can automatically Hit on the next round of combat																
10	Q	Summon: Each round the spawn summons a LVL one spawn into combat																
11	R	Ethereal: Does not take damage except from artifacts and rituals																
12	S	Regeneration: gains 1 HP per level per round (max 8 X LVL)																
13	ST	Acidic/ Quills: When hit by an opponent, that opponent takes Damage = to spawn's LVL																
14	TH	Explode: When reduced to 0HP dies dealing damage = to LVL to all within 3 meters																
15	V	Bulbous: Rolls D12 instead of d8 for HP																
16	X	Armored: Subtract 2 from DC (min DC 1)																
17	Y	Skitter: + 3 MV, and initiative																
18	Z	Wicked: Add LVL to all Damage dealt																
19	'	Devour: Can consume an opponent at 0HP to gain 1d8 HP per LVL																
20	'	Relic: Uses an Artifact in Combat																
		<table><tr><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td></tr><tr><td>A</td><td>E</td><td>I</td><td>O</td><td>U</td><td>Y</td><td>'</td><td>'</td></tr></table>	1	2	3	4	5	6	7	8	A	E	I	O	U	Y	'	'
1	2	3	4	5	6	7	8											
A	E	I	O	U	Y	'	'											

Sample Spawn

Q'hza: Blind subhuman servitors (DC7 MV 5 SV 5 LVL 1 #AT1, D 1D8)

Ghul: Dog faced humanoids with rubbery skin. (DC 6 MV 10 SV 8 LVL 4 # AT 2, D 1d8, PW 15)

Pyyv: A living song, that causes self destructive impulses(DC 8 MV 9 SV 7 LVL 3 #AT 1 D1d8 PW 12, 18)

Adventurers!

Exploring the Unknown

Concepts

Adventurers are not going to be Wizards or Clerics. Wizards are going to stay in their towers and colleges learning more about magic, and Clerics are going to stay in their temples. No, adventurers are going to be...well...**adventurers!** Let's call it the Adventurer Class, sort of a cross between Fighting-Men and Rogues.

If a Monster's stats can be described like this: (HD1, AC12, MV10, 4HP, #AT1, 1d8 Longsword), then can a player character (PC) need much more? For a PC, we will list Class Level (instead of HD), include XP (experience points) and plus a few more stats, but the whole Character Sheet should fit on an index card. A player should be able to create a beginning PC in no more than 5 minutes.

Task Resolution

The GM will set a difficulty and the player will attempt to equal or exceed it with the roll of a d20 plus Class Level plus any other appropriate dice modifiers. In combat the difficulty is generally the opponent's Armor Class. If you succeed in your attack, your opponent takes damage. For non-combat tasks the difficulty number will be set by the GM. If you succeed in your roll, then you have succeeded in that task, otherwise you fail. As a guideline, 10 is pretty easy, 15 is about average, 20 is getting hard, and 30 is nearly impossible.

Damage and Healing

When you, or a monster, takes damage HP will be deducted from your (or their) total. When non player characters (NPCs) or Monsters reach 0 HP they are dead. PC's are a hardier breed and only become unconscious at 0 HP, they die if their HP falls to -10. The amount of damage done is based on a roll for damage based on the weapon that causes it, or a number of dice decided upon by the GM for non-combat damage. As guidelines: if something would kill a normal man, like a fall from a high place or being trapped in a fire roll 1d8 for damage, if it would kill a horse roll 2d8, if it would kill an ogre roll 3d8, and so on.

Bandaging an injured PC will restore 1d4 HP to them. Healing potions and other magic can, potentially, restore even more HP. If a PC's current HP is above 0, a night's undisturbed rest will fully restore a PC's HP. However, if the PC's current HP is at or below 0 a night's rest will only restore a PC's HP to 1. It will take magic, or another day's rest for the PC to fully recover.

Magic

Although, PC's aren't Wizards or Clerics, that doesn't mean they can't use magic. Any PC can use magical items like weapons, rings, potions, or wands that are magical by their nature or store magic within them. PC's who are *literate* can read, and invoke, spells from scrolls and books, but even *literate* PC's can't create spells. At higher levels, a GM *may* allow a *literate* PC to learn a spell and cast it from memory as an attack.

Initiative

To determine the order of actions during combat the GM may have each player roll once for each attack (AT) their PC has. Roll 1d20 plus the PC's MV (movement). The GM may do the same for NPC's and monsters. Order of action is from highest to lowest number. Lower AC generally means higher MV, so in general, this means the less armored a character is the faster that character is, and the quicker they get to act.

Experience

Beginning PC's start at level 1. Level 2 is reached when the PC earns 2000 XP. Each level above requires double the XP of the previous level: 3 - 4000XP, 4 - 8000XP, etc. A GM may allow a character to join an

existing party above level 1. If the new character is a replacement for one that has died, it is suggested that the new PC starts with ½ the dead PC's XP, but is only a suggestion.

Build a PC

Every PC is an **Adventurer** with only a little customization done during the creation of the PC. The player will bring complexity and flavor to the PC *through their play*. Building a PC is a simple 5 minute process:

1. **Roll for Hit Points.** Roll **1d8** and each time you "level up" roll another 1d8. If you are starting at level 1, that is 1d8, and if you are starting at level 3, that would be 3d8.
2. **Roll for Gold.** Roll **3d10**. You can use this gold to purchase armor, arms and additional equipment for your PC. Your GM may allow you more gold if he feels you need more, but typically you will be starting poor.
3. **Customize your PC.** Roll 1d10 {or pick, if your GM allows it} 3 times on the following table.

Roll	Description
1	Literate - The PC can read and write. This means he can also cast spells from magical scrolls and books.
2	Experienced - The PC starts with an extra 500 XP. This means the PC may "level up" more quickly.
3	Tough - The PC is tougher than the usual fellow. Add 4 points to the PCs Hit Points.
4	Strong - The PC is stronger than your average adventurer. Add a +2 DM to any task that involves strength.
5.	Nimble - The PC is more agile and dexterious than the average adventurer. Add a +2 DM to any task involving dexterity.
6	Melee Warrior - The PC is more expert with a hand to hand weapon than one of his level. Pick one type of melee weapon (sword, ax, mace, spear, dagger) and add +1 when using it in combat.
7	Ranged Warrior - The PC is more expert with a ranged weapon than one of his level. Pick one type of melee weapon (bow, crossbow, dart, sling) and add +1 when using it in combat.
8	Wealthy - The PC is more wealthy than normal. Add 3d8 additional Gold Pieces to your PC's money pouch.
9	Magic Item - The PC begins the game with 1 of the following: Healing Potion, Sleep Scroll, Wand of Magic Missiles (5 charges), or Symbol of Turning Undead (5 charges).
10	Animal Companion - The PC begins the game with 1 of the following: Riding Horse, Pack Mule, Dog, or Hunting Hawk

4. Equip your PC. Roll 1d6 for (or pick if the GM allows) a *Fast Pack*, see below. Then buy additional equipment, arms and armor by spending your GP (Gold Pieces).
5. Choose a name for your PC. Think of a description for your character. Include a race {human, dwarf, elf, hobbit, etc) if you wish, although this will only be for flavor.

Example

Rupert the Bold, dwarf, (Level 1, 6 HP, 12 AC, 10 MV Leather, 1 AT, 1d8 Longsword, 1d6 Shortbow, 500XP, [Bow+1, Experienced , Literate], Fast Pack A, plus: 50' rope, 10 spikes & hammer, 1 Cure Light Wounds potion, 2gp)

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Arms, Armor, Equipment Lists

Fast Packs

(Choose a pack or roll 1d6 to select one randomly)

Pack A (1-2)	Pack B (3-4)	Pack C (5-6)
Backpack	Backpack	Backpack
Belt Pouch	Belt Pouch	Belt Pouch
Bedroll	Bedroll	Bedroll
Lantern (hooded)	10 Torches	Tent
10 Oil Flasks	4 Oil Flasks	10 Torches
Flint & Steel	Flint & Steel	5 Oil Flasks
Shovel	10 pieces of chalk	Flint & Steel
2 sets of Caltrops	10' Pole	50' Rope
Signal Whistle	Mirror	Grappling Hook
10 Iron spikes & hammer	Crowbar	10' Pole
Waterskin	Waterskin	Waterskin
Iron Rations (4 days)	Iron Rations (4 days)	Iron Rations (4 days)

Armor

Armor	AC	MV	GP
None	10	12 (60')	0
Cloth	11	12 (60')	2
Padded	11	10 (50')	5
Leather	12	10 (50')	10
Boiled Leather	13	9 (45')	35
Ring Mail	13	8 (40')	40
Studded Leather	13	9 (45')	25
Chain Shirt	14	8 (40')	100
Scale Mail	14	7 (35')	50

Armor	AC	MV	GP
Breastplate	15	7 (35')	200
Chain Mail	15	6 (30')	150
Banded Mail	16	6 (30')	250
Split Mail	16	5 (25')	200
Plate Mail	17	5 (25')	800
Full Plate	18	4 (20')	2000
Buckler	+1	NA	15
Shield	+1	NA	3
Large Shield	+2	-1 (-5')	10

Melee Weapons

Melee Weapons	Damage	GP
Hand Axe	1d6	8
Great Axe, 2 handed	1d12	20
Battleaxe	1d10	15
Club	1d6	0
Cutlass	1d6	10
Dagger (HTH/throw)	1d4	2
Flail, Light	1d8	8
Flail, Heavy	1d10	15
Hand Hammer	1d4	1
Long Sword	1d8	15
Mace	1d6	5
Trident	1d8	15

Melee Weapons	Damage	GP
Rapier	1d6	20
Scimitar	1d6	15
Scythe	2d4	15
Half Spear	1d6	2
Spear, 2 handed	1d8	4
Sword, Bastard	1d10	35
Sword, Short	1d6	10
Claymore Sword	2d6	50
Quarterstaff	1d6	0
Morningstar	1d8	8
Great Mace, 2 hand	1d8	12
War Hammer	1d8	12

Melee Weapons	Damage	GP
Whip	1d4	5

Melee Weapons	Damage	GP

Ranged Weapons

Ranged Weapons	Damage	Range	GP
Crossbow, light	1d8	16 (80')	35
Crossbow, heavy	1d10	24 (120')	50
Dart	1d4	4 (20')	5 sp
Javelin	1d6	6 (30')	1
Longbow	1d8	20 (100')	75
Longbow, composite	1d8	22 (110')	100
Shortbow	1d6	12 (60')	30
Shortbow, composite	1d6	14 (70')	75
Sling	1d4	10 (50')	1

Ammunition	Cost
Arrows (20)	2
Bolts (10)	1
Lead Slugs (20)	1
Stones	0

Other Equipment

Common Items	COST
Armor & Weapon Oil	1 gp
Backpack	2 gp
Barrel	2 gp
Bedroll	1 sp
Blanket	5 sp
Boots Heavy	1 gp
Boots, Soft	4 sp
Case, Map/Scroll	1 gp
Chalk (per piece)	1 cp
Chest, Empty	2 gp
Clerical Vestments	2 gp
Cloak	5 sp
Clothing, Courtly	10 gp
Clothing, Everyday	1 gp
Crowbar	2 gp
Flask	3 cp
Flint and Steel	1 gp
Grappling Hook	1 gp
Hammer	5 sp
Holy Symbol	1-100 gp
Holy Symbol, Silver	10-1000 gp
Holy Water (in glass flask)	30 gp
Ink 1 oz.	8 gp
10 Iron spikes (piton)	1 gp
Lantern, Bullseye	12 gp

Common Items	COST
Lantern, Hooded	7 gp
Lockpick Set	30 gp
Mirror, Small Steel	10 gp
Oil (1 pint)	1 gp
Pack, Shoulder	2 gp
Parchment (10 pcs)	5 gp
Pole, 10 ft.	2 sp
Potion Bottle, glass	5 sp
Pouch, Large	1 gp
Pouch, Small	5 sp
Quill	1 sp
Razor	5 sp
Robe	2 gp
Rope, Hemp (50 ft.)	1 gp
Rope, Silk (50 ft.)	10 gp
Sack, Small	1 sp
Sack, Large	5 sp
Scroll container, metal	1 gp
Shovel	2 gp
String (50 ft.)	4 sp
Tent	10 gp
Tinderbox	1 sp
Torch	1 cp
Waterskin	1 gp
Whetstone	1 gp

Common Magic Items

(not all will be available at all times)

Potions & Oils	GP Cost
Cure Light Wounds	20
Endure Elements	50
Hide from undead	100
Jump	100
Mage Armor (+2 AC)	150
Magic Stone (oil)	150
Magic Weapon (oil) (+2 damage)	150
Bless Weapon (+1 against evil)	200
Enlarge or Reduce Person	250
Barkskin (+2 AC)	300
Blur	500
Cure Moderate Wounds	500
Darkness	600
Delay poison	600
Invisibility	600

Potions & Oils	GP Cost
Levitate	600
Spider Climb	600
Cure Serious Wounds	1,000
Daylight	1,200
Fly	1,200
Haste	1,500
Neutralize Poison	1,500
Remove blindness/deafness	1,500
Remove curse/disease	2,000
Tongues	2,000
Water Breathing	2,000
Water Walk	2,000
Greater Magic Armor (+6 AC)	2,500
Greater Magic Weapon (+4)	2,500

Rings

Description	Cost in GP
Light	1,000
Protection +1	2,000
Feather Falling	2,200
Climbing	2,500
Jumping	2,5000
Invisibility	20,000

Rods

Description	Cost in GP
Light	2,000
Snakes	13,000
Flame Extinguishing	15,000
Vipers	19,000
Evil Disruption	25,000

Wands

Description	GP Cost per charge
Detect Magic	10
Light	10
Burning Hands	15
Charm Person/Animal	15
Color spray	15
Cure Light Wounds	20

Description	GP Cost per charge
Detect secret doors	15
Enlarge person	15
Magic missile	15
Electric Shock	15
Turing Undead	20
Sleep	50

Scrolls

Description	GP Cost
Acid Splash	15
Create Water	15
Dancing Lights	15
Daze	15
Detect Magic	15

Description	GP Cost
Detect Poison	15
Turn Undead	15
Flare	20
Know Direction	20
Light	20

Description	GP Cost
Mending	20
Message	20
Ray of Frost	20
Resistance	20
Alarm	25
Bless	25
Bless Water	50
Burning Hands	25
Charm Person	25
Color Spray	25
Comprehend Languages	25
Cure Light Wounds	20
Detect Undead	25
Expeditious Retreat	25
Feather Fall	25
Grease	25
Hold Portal	25
Identify	25
Jump	25
Mage Armor	25
Magic Missile	25
Mount	25
Obscuring Mist	25
Protection	25
Ray of Enfeeblement	25
Shield	25
Shocking Grasp	25
Sleep	25
Arcane Lock	175
Blindness/Deafness	150
Blur	150
Command Undead	150
Continual Flame	200
Cure Moderate Wounds	200
Darkness	150
Darkvision	150
Daze Monster	150
Delay Poison	200
Flaming Sphere	150
Fog Cloud	150
Glitterdust	150
Gust of Wind	150
Invisibility	150
Knock	150
Levitate	150
Locate Object	150
Acid Arrow	150
Minor Image	150

Description	GP Cost
Misdirection	150
Protection from arrows	150
Rope Trick	150
Scorching Ray	150
See Invisibility	150
Shatter	150
Silence	200
Sound Burst	200
Spider Climb	200
Summon Swarm	150
Web	150
Blink	400
Cure Serious Wounds	500
Daylight	400
Deep Slumber	400
Dispel Magic	400
Displacement	400
Explosive runes	400
Fireball	400
Fly	400
Gaseous Form	400
Halt Undead	400
Hold Person	400
Invisibility Sphere	400
Lightning Bolt	400
Magic Circle	400
Phantom Steed	400
Sleet Storm	400
Stinking Cloud	400
Tongues	400
Water Breathing	400
Wind Wall	400
Animate Dead	1,000
Bestow Curse	700
Charm Monster	700
Confusion	700
Contagion	700
Cure Critical Wounds	1,000
Dimension Door	700
Dimensional Anchor	700
Fire Shield	700
Freedom of Movement	1,000
Lesser Geas	700
Ice Storm	700
Illusory Wall	700
Invisibility, greater	700
Secure Shelter	700
Neutralize Poison	1,000

Description	GP Cost
Remove Curse	700
Repel Vermin	1,000
Solid Fog	700
Speak with plants	1,000
Wall of Fire	700
Wall of Ice	700
Zone of Silence	1,000
Blight	1,500
Break Enchantment	1,500
Cloudkill	1,500
Cone of Cold	1,500
Cure Light Wounds, mass	1,600
Dispel Magic, greater	1,600
Overland Flight	1,500
Passwall	1,500
Permanency	10,000
Persistent Image	1,500
Teleport	1,500
Wall of Force	1,500
Wall of Stone	1,500
Acid Fog	2,000
Animate Object	2,400
Antimagic Field	2,000
Chain Lightning	2,000
Circle of Death	2,200

Description	GP Cost
Control Water	2,000
Create Undead	2,400
Cure Moderate Wounds, mass	2,400
Disintegrate	2,000
Find the Path	2,400
Geas/quest	2,000
Move earth	2,000
Programmed Image	2,000
Repulsion	2,000
Shadow Walk	2,000
True Seeing	1,900
Wall of Iron	1,700
Control Undead	2,500
Control Weather	2,500
Delayed Fireball	2,500
Finger of Death	2,500
Mass Hold Person	2,500
Mass Invisibility	2,500
Limited Wish	4,000
Prismatic Spray	2,500
Reverse Gravity	2,500
Teleport Object	2,500
Teleport, greater	2,500
Time Stop	4,000
Wish	30,000

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CYBORG SAMURAI ARE GO!

BUILD A PC

PCs are cybernetic-enhanced mercenaries, usually hired as spies or saboteurs to infiltrate corporate bases and gangland dens.

1° Choose armour. This gives your PC an armour class (AC) and a movement rate (MV).

Armour	AC	MV
No armour	9	12
Black Leather Coat	7	9
Bulletproof Vest	5	6
Armoured Exoskeleton	3	3
Sub-dermal Plates	-1	-1

2° Roll for hit points, 1d8 per level (HD). So, 1d8 for a PC starting at level 1.

3° Choose two weapons:

10 x *Shuriken* 1d4 damage

6 x *Micro-Explosives*: (10' rad) 1d6 damage

Katana: 1d8 damage

Submachine Pistol: 1d10 damage

Automatic Shotgun: 2d6 damage

4° Number of attacks (AT) is 1 at start, then raise at 2 at level 5, 3 at level 9 and so on.

When a PC kills an adversary, he can make another attack at the end of the same round.

5° Choose either a surname (e.g. Tanner) or a codename from mythology (e.g. Medusa) then roll 1d4 for cybernetic enhancement:

1 *Ultra Coordination*: (-1 to Stealth/Stunts roll)

2 *Brainchip*: (-1 to Tech Saving throws e.g. disarm bomb, hack computer)

3 *Improved Reflexes*: (+1 to Initiative)

4 *Retractable Claws*: 1d4 damage

6° Roll 1d6 for starting equipment:

1 *Mirrorshades*: (+1 to adversary's Morale Roll)

2 *Infrared/UV Goggles*: (see in dark)

3 *Medikit*: (heals 1d6 hp, can be used twice)

4 *Electronic Lockpick*: (-1 to saving throw)

5 *Reinforced-knuckle Gloves*: 1d4 damage

6 *Cigar* (+1 damage for 1d4 rounds when smoked, one use only)

FIGHTING

1° Initiative: Each one roll 1d10+his AC. The best score has initiative, then each one attack in descending order. So a lighter fighter has better chances to strike first. If one has several attacks (AT), he rolls initiative several times.

2° Attack: roll 1d20. If the score is *under* your opponent AC + your own level, it's a hit.
Example: to hit an adversary with AC 6, a 3 level scavenger needs a 9 or below.

3° Damage: When you hit an opponent, roll the damage dice. Deduct the result from your opponent's hit points (hp). At or below 0, adversaries are dead, and PC's are knocked out. Adversaries could kill them easily, but usually they won't, keeping them imprisoned. If the damage roll for a gun results in a '1' it is out of ammo, that was the last shot. It takes a round to reload. A samurai carries enough ammo to reload once during a mission but thereafter has a 2 in 6 chance of finding some ammo in the guns of defeated adversaries.

4° Morale: If outnumbered, after the first death, and when reduced to one-half number or hit points, adversary checks for morale. The DM rolls 1d10. If the result is over the adversary's hit dice, he will withdraw or surrender to get a better position.

5° Rest and bandages: After that, all hit points (hp) are restored back their initial score. After all, hit points reflect the capacity to escape or stand hits. If a PC has been sent below 0hp, he may need a longer rest, or even a medikit because he's wounded.

ADVENTURE

1° Stealth & stunts: sneak past guards, hide in shadows, move silently, climb are easier with a lighter armour. For each such an action, roll 1d20 under the character's AC+level. So a 4th level samurai wearing a leather coat with sub-dermal plates must roll 10 to creep past a guard. For easier actions, the DM may choose 1d10 instead.

2° Saving throws: when such a roll is needed for any reason, roll 1d20 under the character's level, +4. So a 7th level samurai must roll under 11 to resist the charms of a sexy corporate spy. This "level+4" rule applies to every other action which isn't covered by the "stealth & stunts" rule, but fits the common samurai knowledge like searching for a hidden safe or 'picking' an electronic lock.

3° Dangers: If something could kill a man, like a fall, a fire or a trap, it does 1d8 points of damage. If it could kill a horse, 2d8. If it could destroy a small vehicle, 4d8. No more.

EXPERIENCE

PCs start at level 1 (1 Hit Dice). Each time they defeat an adversary, by killing him or another method, they get 100 experience points per adversary's hit dice, shared between the party. The number of experience points needed to level up is 2000 x the current level. There are no limits to levels. Gaining a new level means better rolls for fight/save/actions, and 1d8 more hit points. The player rerolls all hit dice. If the new score is better than the old one, he gets that new total. If not, he keeps the old one.

GEAR

Special equipment may be given/loaned to the PCs by their employers to use on the mission e.g. Surveillance jamming devices, electronic maps, silencers and chameleon suits. The employer may want them returned intact.

MISSIONS

These may include retrieving information or objects, freeing captives, sabotage, escorting VIPs, destroying bases, bounty hunting etc.

SAMPLE ADVERSARIES

Corporate Guards, Rogue Cyborgs, Ninja, Gangmembers, Guard Dogs, Mercenaries, Mad Scientists, Enhanced Cops, Journalists, Experimental Robots, Clones, Foreign Agents.

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dirty rotten scoundrels



1) Roll 1d6 for Body Type:

- 1-2 **Endomorph**: Big boned, round features, stocky build.
 3-5 **Ectomorph**: Lean, narrow shoulders, sharp features.
 6 **Mesomorph**: Athletic build, well-defined muscles.

2) Roll 1d6 for your Speciality Thieves Skill:

- 1 Picking Pockets 2 Picking Locks
 3 Disguise 4 Sleight of Hand
 5 Making Poison 6 Forgery

3) Roll 1d6 for clothes:

- 1-2 Tunic, breeches, low boots
 3-4 as above, add cloak and hood
 5 Shirt, breeches, high boots, beret
 6 as above, add cloak and gloves

You also have a belt, money-pouch and a shoulder bag or backpack. You start the game with 1d4 Gold Pieces.

4) Pick a Weapon: Damage Modifier

- Dagger (can be thrown) +1
 Short sword +2
 Club +1
 Blowpipe and 10 darts -2 (unpoisoned)

5) Roll 1d6 for how many items of equipment you have from the following list and then pick them:

Lockpicks, 50' Rope and grappling hook, Wig and false nose, Another Weapon, Battered leather jerkin, Hooded candle lantern and tinderbox, Vial of sleeping potion, Small mirror, Parchment and quill & ink, Cuirass and mail sleeve, Chalk, 10' Pole, Small bag of dice, some 'loaded'

6) You speak the Common Tongue and know one other language, roll 1d6:

- 1-3 Thieves Cant and hand signals
 4-5 Foreign
 6 Non-Human

7) Roll 1d6 to see what you can read:

- 1-3 Nothing, you are illiterate.
 4 Common
 5 Common and any other language known
 6 as above plus Arcane Runes of Thee Ancients

8) Roll Hit Points to determine your state of health:

Hit Points (HP)

- Endomorph**: 1d6
Ectomorph: 1d8-2
Mesomorph: 1d4+2

9) Determine your Armour Class and Movement Rate

	AC	MV
Endomorph		8 + HP
Ectomorph		11 + HP
Mesomorph		10 + HP
No Armour	9	-
Leather Jerkin	7	-
Cuirass and mail sleeve	5	-2
Off-hand weapon	-1	-

Skullduggery

1) Stunts and Sneaking Around: Roll 1d20 under character's AC+ Level to succeed at leaping from a balcony onto a horse, swinging from a chandelier carrying a sack of jewels, hiding from the militia in an alley etc.

Endomorphs get +1 to Stunt and Stealth Rolls

Ectomorphs get -2 to Stealth Rolls, +1 to Intimidation Rolls.

Mesomorphs get -1 to Stunt Rolls.

2) Thieves Skills: Roll 1d10 under the character's level to succeed if he has the appropriate specialty, otherwise roll 1d20. Also use this skill for trying to deceive (roll 1d20 for skeptics).

3) Saves: Roll 1d20 under character's Level + 4 to resist poison, interrogation, other pickpockets etc.

4) Intimidation: Roll 1d20(+opponent's Level) under character's Level to intimidate another rogue or a soldier. Use 1d10 for the roll if opponent is an average citizen. **Endomorphs** get -3 to Intimidation Rolls. Effect of roll depends on the situation.

5) Magic Scrolls: Characters who can read the Arcane Runes of Thee Ancients can cast a spell (of a level half the character's) from a one-use magic scroll. If they commit the spell to memory, each further time they cast it roll a Saving Throw to succeed. If the roll fails, they have forgotten the spell.

6) Hazards: If a hazard that could probably kill a man is encountered e.g. a trap, falling from a tree, characters must succeed in a stunt or suffer 1d6 damage (6's roll again, adding the 6).

7) Thieves Guilds: Members work on jobs for a Guild and pay a weekly tithe in return for access to safe houses, fences, and skilled accomplices. Non-members who have been actively thieving in the area must roll a weekly saving throw or come to the attention of the local Guild.

Combat

1) Initiative: Highest MV score acts first, the others act in descending order. If there is a tie, character with highest AC goes before the other.

2) Attack Roll: Roll 1d20. If the score is equal or under the opponent's AC + your level, it's a hit.

3) Damage: Roll character's HP dice, add Level and weapon modifier, then subtract total from loser's Hit Points. 0 HP combatants are wounded and out of action, below 0 HP they must make a Save or die; if they succeed they are just wounded and unconscious for a turn.

4) Healing: Any HP damage is fully healed after each fight. Characters knocked to negative HP may require the attention of a herbalist or healing potion.

Experience

Characters start at Level 1 with 0 XP. They require 1,000 times the current Level to advance to the next level. A character gains 1 XP per gold piece attained by that character. Upon reaching a new Level add the new level to the HP score.

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There's a Riot Goin' On

It's the early '70's; the City's on fire and the Man is putting the heat on the street. Your character is trying to survive, along with other desperate dreamers and downtown schemers. Luckily you got the funk, the 'fro and the Fu !

Buildin' a Bad Young Brother/Sister

1) Speed: Base Movement Rate (**MV**) = 10 + Level. If in combat modify by -1 for every point of HP lost in that fight so far. If MV=0 the character has collapsed exhausted for the rest of the fight.

2) Health: Roll 1d6+2 Hit Points (**HP**) per level. Reroll at the start of each fight.

3) Style: Roll 1d6 for your beginning martial style:
1=Monkey, 2=Snake, 3=Mantis, 4=Crane, 5=Tiger, 6=Dragon.

4) Superfly: What are you wearing? You also have \$10.

5) 'Fro: Roll 1d6 for Afro hair size: 1-3 Big, 4-6 Damn Big.

Hit It !

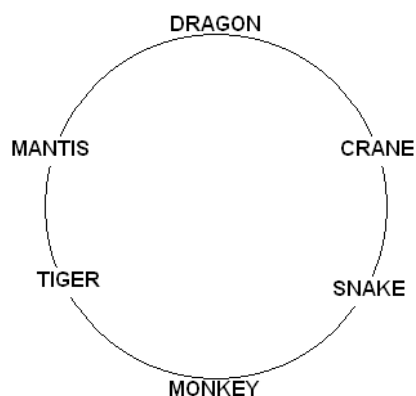
1) Initiative: Roll 1d20 + MV; highest score acts first, the others act in descending order.

2) Attack Roll: Roll 1d20 + Level (-1 for every point of HP lost in the fight so far). If the total equals or exceeds the target's MV, the attack hits and the player describes the strike or throw.

For foes, Level = HD. A character can attack multiple opponents if his/her level is equal or greater to the total of their Levels e.g. a Level 3 character could attack three Level 1 thugs or a Level 2 and one Level 1. An attack roll must be made for attacking each opponent.

It's unlikely in this setting but any foe is wearing some form of body armour e.g. a protective vest, for each point of armour e.g. 4 for vest, subtract -1 from MV (to a minimum of MV 1).

Kung Fu Fighting: Add +2 to the attack roll if your character's style is directly **clockwise** of your target's style on the diagram below. Add +4 if target has no Fu skills (but no XP if win, and -2 to *Word on the Street* rolls for a week).



A roll of '1' is always a fumble; a roll of '20' is always a critical success (in addition to damage done). Roll 1d6 on table below.

Roll	Fumble	Critical Success
1-2	bust lip, damaged clothes	made opponent look foolish
3-4	1HP damage to self	+1d4 damage done
5-6	-1 to further rolls in fight	+1 to further rolls in fight

3) Payback: Roll 1d6 and subtract from loser's Hit Points. If using a melee weapon (e.g. katana, nightstick, chain) roll 2d6 instead and use the highest roll. If using a revolver, rifle or shotgun, roll 2d6 and use both dice (but no fumbles and critical successes result from any gun attack rolls). At 0 HP combatants are wounded and out of action, below 0 HP they must make a Save or die; if they succeed they are just wounded and unconscious for a turn.

4) 'Ki': If wounded but still above 0HP, an unarmed character may attempt to focus mystic inner forces. For each HP lost, a player can elect to add +1 to the following Kung Fu attack roll and if it succeeds, also to the damage roll.

5) Healing: Any HP damage is fully healed after each fight. Characters knocked to negative HP may require the attention of a doctor and foxy nurses.

Take it Downtown

1) Stunts and Sneaking Around: Roll 1d20 + MV => 20 to succeed at leaping from a fire escape, jumping a Harley across the bridge as it opens, hiding from cops in an alley etc.

2) Saves: Roll 1d20 + Level =>20 to resist pickpockets, interrogation, fine uptown hookers, the effects of bad drugs etc.

3) Word on the Street: Roll 1d20 + Level =>20 to ascertain accurate helpful rumours from bartenders, pimps, crooked cops, junkies, bag ladies etc. Modify by -1 for every fight the characters have lost in the last week or by -4 if characters are known to have shot someone. Your reputation precedes you.

4) Hazards: If a hazard that could normally kill a man is encountered e.g. jumping from a runaway bus, characters must succeed in a stunt or subtract 1d4 from their HP (min. 1HP left) for their next combat.

Are you Experienced ?

Characters start at Level 1 with 0 XP. They require 2,000 times the current level to advance to the next level. Defeating foes (but not by shooting them) grants 100 XP per foe's Level and is divided between those characters participating in combat. Characters gain 1 XP per dollar spent on partying, extravagant luxuries or financing community projects.

When a Level is attained, roll 1d6 to learn a new martial style. If a style already known is rolled, the character has not learnt anything new and must wait until the next Level to try again.

At Level 10, a character may decide to retire to a mansion in the hills or a penthouse suite, surrounded by minions and money.

But remember, payback is a bitch !

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You are the Law, one of a posse riding out into the wilderness of arid badlands and harsh icy mountains to bring outlaws and fugitives to justice.

Roll 1d6 to determine your Archetype:

Roll	Archetype	Move	Symbolizing
1	Greenhorn Kid	12	Hope, Innocence, the Future
2-3	City Slicker	9	Society, the City, Progress
4-5	Ex-Soldier	12	Sacrifice, Conflict, Redemption
6	Old Coot	6	Wisdom, Memory, Tradition

Roll 1d6 for your Weapon(s) (+1 if Old Coot):

Roll	Weapon
1	Two Revolvers
2-3	Revolver and Knife
4-5	Rifle and Knife
6	Shotgun

Gear: As well as weapons you have clothes, personal items, bedroll, a water-bottle and a week's trail rations. You also have a horse and saddle.

Weapon	Dmg	Notes
Knife/Fists/Indian Weapons	1d6	Knives can be thrown
Revolver/Cavalry Sword	2d6	Two revolvers allows extra attack
Rifle	3d6	Allows long range attacks
Shotgun	3d6	+2 to AR at close range. max 60'
Dynamite	4d6	Subtract 1d6 per 10' from blast

Hit Points: All characters have 1d8 Hit Points per level.

Characters start the game with a fistful of dollars each, enough to buy most basic everyday items and provisions. To buy anything that is less common or more expensive, they should roll a Save for sufficient funds. City Slickers get +2 to any roll as they have 'a few dollars more'.

Shootin' an' Fightin'

1) Ambush: The ambushed side automatically loses initiative on the first round of combat.

2) Initiative: Roll 1d6 + MV. Highest result goes first; others follow in descending order.

3) Attack Roll (AR): Roll 1d20 + Level/HD + any other applicable modifiers \geq AC to hit:

Standing in open = AC 10 (no attack roll penalties)

Moving = AC 15 (-4 on attack rolls while moving)

Behind cover = AC 15 for light cover and AC 20 for solid cover

4) Roll Damage (Dmg): Roll a d6 for each point of weapon damage (Foes and creatures use HD). Sum like numbers. The largest sum is damage inflicted to target's HP. Foes reduced to 0 HP or less die; PCs make a save to survive (add 1d4 to the roll if a Doctor/Medicine Man is there to help).

Weapon Mishap: If the d20 attack roll is equal to or less than the weapon's damage dice, a mishap occurs e.g. a weapon jam, no bullets left or dropped weapon. A full action is required to clear a jam or reload/pick up a weapon.

Called shot: A special attack may be made to hit a very small target or exact body part e.g. shooting a gun from an opponent's hand or roping a steer. This is a called shot (-4 attack roll).

Bows: Bows can make long range attacks provided there's a clear view and an open field of fire (-2 attack roll).

Wounds: All damage is fully healed after each fight. Characters knocked to negative HP may require more time to recover (a Doctor/Medicine Man could help here).

Out on the Trail

Saves: All characters can accomplish everyday actions such as riding and lighting a fire. Make a save whenever the outcome of an action is in doubt e.g. playing a harmonica, or walking along the roof of a train. Save is $d20 + \text{Level/HD} + \text{modifiers} \geq 16$.

Hazards: Assign a Threat Rating from 1 to 10; this is the dice damage rolled. Make a save, subtracting TR from the roll, to avoid damage.

The Wilderness

The unforgiving frontier is a mirror to the darkness and desolation that creeps into the hearts of men. It resonates with the fears that lie within our collective unconsciousness. A journey into the Self that may change a man forever.

The Referee should attempt to infuse the trek into the beyond with symbolism and archetypes (the Trickster, the Mentor, the Beast). For example, Native American Indians may unsettle the 'civilised' man who sees in them the Primitive, a genetic memory from the dawn of man and a reminder of the potential savagery within us all that he would rather not face up to.

Characters begin as **Lawful**, believing in the rule of Law and the need for justice. But the harsh environment and the dangers lurking there may lead them to question these ideals. This capacity for change is represented by the following table which should be used after any death (character or non-player character) during the journey.

Each day in the wilderness after a death roll 1d6 to determine your Alignment (+1 to roll if Greenhorn Kid or City Slicker, -1 to roll if Old Coot);

Yesterday's Alignment	Today's Alignment		
	Lawful	Neutral	Chaotic
Lawful	1-4	5-6	
Neutral	1	2-5	6
Chaotic		1-4	5-6

Characters who become **Neutral** will increasingly ignore society's laws when it suits them. With each step into the wilderness their shadow grows longer. Chasing fugitives will become more about what they can personally gain from it rather than upholding the rule of Law.

Characters who become **Chaotic** increasingly embrace the darkness in their souls, unleashing their desires upon the world, whatever the cost to others. They will become obsessed with punishing the fugitives, preferring to execute them (4 in 6 chance) rather than deliver them to a courthouse.

Experience (XP)

Characters start as **Deputies** at level 1 with 0 XP. They require 2,000 XP times to advance to the next level (**Sheriff**) and a further 4000 to become a **Marshal**. Delivering outlaws to a courthouse grants 200 XP per HD, divided between the posse. Returning from the wilderness Lawful after Alignment changes grants an extra 100 XP. Attaining a new level allows characters to make +1 extra attack per level per round. This does not apply to shotguns.

Saddle up!

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RAIDERS OF THE UNKNOWN

Build a Hero

1) Pick a Vocation: War weary soldier of fortune, streetwise ne'er-do-well, incorrigible street urchin, globe hopping archeologist, cynical gumshoe or whatever you like. You receive +2 on all stunts and checks related to your vocation.

2) Choose your weapons: Select 5 dice worth of weapons:

Weapons	Dmg	#Atk	Notes
Machete/Spear/Bullwhip	1	1	Bullwhip snag atk
Pistol/Revolver	2	2	Dual wield
Rifle	3	1	Long rng attacks
Shotgun	3	1	+2 atk close rng
Tommy Gun/B.A.R.	4	1	Sweeping fire
Dynamite/Grenades	4	1	30' Area effect

3) Determine Hit Points (HP): Heroes (and foes) get 1d6+2 hit points per level/HD. *Optional:* Reroll hit points at the beginning of each fight.

4) Determine Move Rate (MV): Base MV = 10 + Level, less 1 for each item the hero carries. Pistol = ½ item; 100 coins/gems = 1 item. Max MV is 12.

5) Calculate Armor Class (AC): Pulp heroes can't wear armor, so they need to keep a step ahead of the bad guys to stay alive. AC = 10 + MV

6) Give your hero a name and description: Jerry "Jericho" Elko, two-fisted paleontologist, armed with two pistols and a machete: Jericho (HD 1, HP 5, MV 9, AC 19, #AT 3 w/ pistols (2D) or 1 w/ machete (1D))

Fighting

1) Determine Initiative: Roll d20 + MV; highest score has initiative; others act in descending order.

2) Attack Roll: Roll 1d20 + Level or HD, plus any other applicable modifier. If the total equals or exceeds the target's AC, the attack hits. A d20 roll of '1' is a fumble; '20' is a critical hit (roll an extra damage die).

3) Roll Damage: Roll a d6 for each die of damage by weapon type, or HD for monstrous foes. Sum like numbers. The greatest sum is damage inflicted; subtract from hit points. Foes reduced to 0 or fewer HP are dead or incapacitated. PCs and important NPCs are captured by intelligent villains to be subjected to gloating and long-winded monologues. Monstrous foes eat defenseless incapacitated heroes.

4) Weapon Mishap: If the d20 attack roll is equal to or less than the weapon's damage dice, a mishap occurs. A '1' is a fumble; otherwise results in a weapon jam or empty clip. A full action is required to clear a jam or reload a weapon. Fumbles are more serious, determined by the GM.

4) Bullwhips: A special attack may be made to snag limbs, items or handy ledges. This is a called shot (-4 attack roll).

5) Dual Wield Pistols: Gives one extra attack (total of 3).

6) Rifles: Rifles can make long range attacks provided there's a clear view and an open field of fire (-2 attack roll).

7) Shotgun: Shotguns are only good at relatively short ranges (apx. 60'), but receive +2 on attack rolls.

8) Tommy Gun/BAR: If damage kills the initial target, excess damage may be applied to the next nearest target, provided no friends are in the way.

9) Explosives: Grenades/dynamite effect a 30' radius. Those in the area of effect may make a stunt roll for ½ damage (round down). If the attacker rolls a mishap, he has run out of explosives (multiple batches of explosives may be carried).

10) Rest and Recuperation: All damage is fully healed after each fight. Characters knocked to negative HP may require more time to recover (a related vocation could help here).

Adventure

1) Stunts: Sneaking, climbing, swimming, outrunning giant rolling boulders, flying a plane, etc. Roll d20 + MV ≥ 20. If related to your vocation, add +2.

2) Vocation Check: Reading hieroglyphs, first aid, repair, reading an incantation or anything else non-physical relating to your vocation. Roll d20 + Level/HD +2 vocation bonus ≥ 15 for success.

3) Saves: Poison, curses and spells, fear and other non-physical threats. Roll 1d20 + Level/HD ≥ 10; GM may apply modifiers where appropriate. A roll of '1' always fails.

4) Hazards: Hazards inflict 1 die damage per level of the 'dungeon'. Most hazards allow a stunt or a save to avoid or mitigate damage.

5) Foes: Heroes will be fighting Nazis & Commies, cultists & cannibals, zombies & mummies, savage beasts & oversized ophidians, dinosaurs & giant arthropods and, if you want to get really crazy, space aliens and Cthulhuoid beings.

6) Magic: Magic is subtle, not flashy. Most pertains to rituals and incantations to raise (or lower) the dead or protect against various malevolent forces. Magic is usually in some ancient language and requires an appropriate vocation to read (see Vocation Check above). Magical amulets, medallions and trinkets, in the form of 'good luck' charms or tokens, are also possible.

Experience

PCs start at level 1 with 0 XP. PCs require 2,000 XP times current level to advance to the next level. Defeating foes grants 100 XP per HD, divided between the party. PCs also gain 1 XP per dollar spent in any way that does not materially benefit their adventuring (i.e. training, charity, carousing or vulgar displays of wealth).

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★ THE BASTARDS ★

KILLIN' NAZIS AND TAKIN' THEIR STUFF

Creating Your Bastard

1) Pick your M.O.S.:

Role	Move	HP/Lvl	Notes
Rifleman	9	8	+4 to-hit w/ rifles & bayonets
Assault	12	7	+4 to-hit on move-attacks
Support	6	6	+4 w/ bazooka, MG; -4 save on FT atk
Medic	12	5	Action to heal 1d6+level HP; +2 saves

Note: Players may switch MOS at the start of each mission.

2) Gear: Characters start with primary weapon, M1911 Colt pistol, bayonet/knife, reloads for primary weapon (see below), one reload for pistol, two grenades and support gear (helmet, rucksack, ammo pouches, canteen, C or K Rations, binoculars, radio, etc.).

Role	Primary Weapon	Reloads
Rifleman	M1 Garand, M1903 or B.A.R.	10
Assault	M3 or Thompson SMG	8
Support	Bazooka, MG or FT	8/2/0
Medic	M3 SMG (aka Grease Gun)	4

Combat

1) Ambush: The ambushed side automatically loses initiative on the first round of combat.

2) Initiative: Roll 1d20 + MV. Highest result goes first; others follow in descending order.

3) Attack Roll: Roll 1d20 + Level/HD + any other applicable modifiers ≥ AC to hit:

Standing in open = AC 10 (no attack roll penalties)

Moving = AC 15 (-4 on attack rolls while moving)

Behind cover = AC 15 for light cover and AC 20 for solid cover

4) Roll Damage: Roll a d6 for each point of weapon damage (monstrous foes and AFVs use HD). Sum like numbers. The largest sum is damage inflicted to target's HP. Foes reduced to 0 HP or less die; PCs make a save to survive (add Medic's level as well, if one is around to help).

Weapon	ROF	Dmg	Mag.	Notes
Knife	1	1D	-	Hand weapon
M1911 Colt	2	2D	7	Pistol
Luger/PPK*	2	2D	8/7	Pistol
M1 Garand	2	3D	8	Rifle; mounts bayonet
K-98*	1	3D	5	Rifle; mounts bayonet
Bayonet	1	3D	-	Mounted on rifle
M1903 Sniper Rifle	1	3D	5	Take action to aim, +4 atk
Thompson	1	3D	5 bursts	Sweeping fire, SMG
M3 'Grease Gun'	1	3D	6 bursts	Sweeping fire, SMG
MP-40*	1	3D	6 bursts	Sweeping fire, SMG
Browning AR	1	4D	4 bursts	Sweeping fire, rifle
StG 44*	1	4D	5 bursts	Sweeping fire, rifle
FG 42*	1	5D	2 bursts	Sweeping fire, rifle
Machinegun	1	6D	10 burst	Sweeping fire
Bazooka	1	6D	1	HE or AP rockets
Flamethrower	1	Save	8	75' stream
Grenade	1	4D	1	Explosive

* German weapons – Note: Germans have a K-98 sniper rifle like the M1903

5) Reloading: Weapon ammo capacity assumes burst fire. Reloading a weapon takes a round.

6) Sweeping Fire: If target is killed, any excess damage may be applied to the next closest target, provided no friends are in the way.

7) Explosives: Save for ½ damage. 5' radius per damage die.

8) Bazookas: HE rockets are -4 to-hit and ½ damage vs. AFV; AP rockets are -4 to-hit and ½ damage vs. anything but AFV with 5' blast radius. Player decides how many of each type carried.

9) Flamethrower: Fires 75' stream that ignores cover; anyone in stream makes save or is immediately reduced to 0 HP; each time FT guy is shot, make a save to avoid blowing up (instant fiery death).

10) Machineguns: Firing a machinegun Rambo-style is -8 to-hit; American MG is .30 Browning; German is the MG 42.

11) Thompson SMG: Tommy guns are iconic and cool, so they get +1 on attack rolls.

12) Catching Grenades: PCs may make their save vs. a grenade at -4 to catch it and throw it back before it explodes. No hot potato.

13) Rest & Recuperation: HP are fully restored after each fight.

The Battlefield

1) Saves: Make a save whenever the outcome of an action is in doubt. Save is d20 + Level/HD + modifiers ≥ 16.

2) Hazards: Minefields, fighter strafing runs, artillery barrages, etc. Assign a threat rating from 1 to 10; this is the dice damage rolled. Make a save, subtracting TR from the roll, to avoid damage.

3) Nazi Soldiers: Assume 5 HP per HD. Assume 1 in 10 has a MG, FT or Panzerschreck (bazooka), MV 6. GM discretion on grenade use.

Volksgrenadier HD 1; MV 9; K-98 rifle

Wehrmacht Grenadier HD 2; MV 9; K-98 or MP-40

Wehrmacht NCO HD 3; MV 12; MP-40; +3 save for subordinates

Wehrmacht Officer HD 4; MV 12; Luger; +4 initiative for subords.

Elite Fallschirmjaeger HD 5; MV 12; StG 44, FG 42 or MP-40

Waffen SS HD 3; MV 9; StG 44 or MP-40

SS NCO HD 4; MV 12; StG 44 or MP-40; +4 save for subordinates

SS Officer HD 5; MV 12; Luger or PPK; +5 initiative for subordinates

Nazi Zombie HD 2; MV 6; 2D damage; ½ damage from bullets

SS Necromancer HD 6; MV 12; Luger or MP-40; Raises 1d6 zombies

4) Armored Fighting Vehicles: All AFVs are immune to bullets and hand grenades. AC is given for front/sides and rear. AFV roll their HD for damage. Tanks use explosives rules. Assume 10 HP per HD.

SdKfz 251 ½ Track HD 4; MV 15; AC 15/14; solid cover for men inside

SdKfz 234 "Puma" Recon HD 5; MV 12; AC 17/15; sweeping fire

Pz IV Tank HD 6; MV 9; AC 20/16; AP or HE; sweeping fire

Pz V "Panther" HD 8; MV 8; AC 22/18; AP or HE; sweeping fire

Pz VI "Tiger" HD 10; MV 6; AC 25/20; AP or HE; sweeping fire

SS Tiger Tank HD 12; MV 6; AC 26/21; AP or HE; sweeping fire

Baptism by Fire

PCs start at level 1 with 0 XP and require current levelx2,000 XP to advance to the next level. Reset XP to 0 after each advance.

Defeating foes earns 100 XP per HD. Missions give an XP bonus based on difficulty and degree of success. XP is divided equally between entire squad.

Random Mission Generator (roll 2d6):

2 – Steal Nazi gold (or looted art or something similar)

3 – Hijack a Nazi train or ship

4 – Blow up a bridge, dam, bunker or secret lab

5 – Ambush a Nazi patrol (or armored column, if you got the balls)

6 – Make contact with the Resistance

7 – Go on patrol and capture a prisoner for interrogation

8 – Rescue downed pilots, POWs or Save Private Snuffy

9 – Steal top secret plans or plant false battle plans

10 – Kidnap a Nazi scientist or high-ranking officer

11 – Hold a strategic point, like a bridge, hilltop or castle

12 – Assassinate Hitler! or other high-ranking Nazi official

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Brickmasters of the Unknown !

M. Martin Costa v1.01 <http://docgrognard.blogspot.com/>

Another whimsical way to play an RPG with toy bricks... Inspired and borrowed from Nicolas Dessaux's Searchers of the unknown, available here:

<http://sites.google.com/site/wizardinabottle/searchers-of-the-unknown/>

Minifigures These are the brickish constructible figures that come in toy brick sets. They have three parts (head, a torso, and legs) connected at two joints (hips and neck). In BMotU, these are *not* miniatures representing people –they are the minifig guys (and gals) themselves. Thus they have some rather non-human characteristics. First, they are impossible to kill; , instead, they break and have to stop playing until fixed. Minifigs break when one of the joints is disconnected, and are fixed when all are reconnected . What equipment they have is what they hold, wear and have attached.

Making Characters A minifig has a class, a move value, and four stats rated by a dice type (referred to as a dtype). *Fight* and *shoot* rate hand to hand and ranged combat effectiveness, *cast* rates spellcasting ability, and *adventure* rates all else. Larger dice (more sides) indicate greater effectiveness. The classes include the fey, playable nonhuman races. Fey typically do one thing, but do it very well.

Bumps and dtype changes: Various events will move a dtype up or down. This is called a bump. Dice sequence for bumps is: d20, d12, d10, d8, d6, d4, d3, d2. D2 is the lowest dtype possible.

Combat movement is used in any combat or life and death situation, and is in six second rounds. For fighters, move is reduced by one for every two armor pieces worn after the first. For Rogues, move is reduced by two for each piece worn after the first. All else, move is reduced 1:1.

Tactical Movement is non combat movement used in dungeon corridors, towns, and the immediate wilderness (within one hex, say), in ten minute turns. Minifigs move at their unmodified movement rate.

Campaign movement is week to week and is 10 for most characters.

Class	Fight	Shoot	Cast	Adventure	Move
Fighter	d10	d6	d4	d4	8
Mage	d4	d4	d10	d6	10
Rogue	d4	d8	d4	d8	12
Adventurer	d6	d6	d6	d6	10
Fey: Dwarf	d12	d4	d4	d4	6
Elf	d4	d4	d12	d4	12
Hobbit	d4	d4	d4	d12	6
Goblin	d4	d12	d4	d4	10

Gimmicks These add abilities, modify results and often increase adventure rolls. At creation, characters may choose one gimmick for each negative bump they take on the Adventure stat. Dwarves get tough for free, elf's get ranger, hobbits get nimble and goblins get cunning. Adventurers get any one for free. Armor max limits removable pieces of armor only. Gimmicks may be chosen multiple times.

Strong ; +1 to all hits inflicted when fighting ; add 1d6 for feats of strength

Cunning add 1d6 for sneaking, hiding, spotting. Max armor =2

Tough All hits taken are reduced by 1.

Ranger ; add 1d6 for outdoor stealth, survival and tracking

Berserker; +2 to fight roll; any hits *taken* increased by 2; Max armor =2

Marksmen: +2 hits when shooting . Max armor =2

Nimble add 1d6 for feats of dexterity: tool use, climbing, etc. Max armor =2

Healer: add heal spell for free, use d8 to cast unless cast dtype better

Generalist May exchange a d10 and a d6 stats for two d8 stats.

Professional add a d6 when using a for a chosen career :

Whirlwind once/day, gain attacks equal to adventurer roll on any in range

Kung-Fu figure always counts as having a standard weapon. Max armor =2

Wire-Fu may add adventure dice roll to movement to move into combat

Gun-Fu once/day, gain shots equal to adventurer roll at any fig in range

Magus +2 initial spells; +1 effect on spellcasting

Parthian shot Figure has a 360 degree arc of fire for shooting.

Burglar Add 1d6 for lock/pocket picking, trapfinding, searching. Max armor =2

Fast +2 move, +d6 for reflex and speed related feats. Max armor =2.

Ecce Minifig Now, having done all the bookkeeping, build your character/minifig. Pick out head, hair, torso and legs that you like. Some classes require particular items, particularly Mages. A fighter minifig needs a torso with some kind of armor printed on it. Minifigs carry various items, weapons, utensils, and clothing (wysiwyg). In general, a minifig can have items stuck to their attachment points: head, neck, two hands, feet. This includes backpacks, which hold anything that fits in them (and closes,) and has extra attachment points. A non-opening backpack can carry any one item for free but it can be any item, and different each time – remember where all RPG players have their 10' poles? "In my backpack". So, let's use it to advantage....Elaborate rules could be written, but for now, be sensible.

Bloody Constraint

Combat A figure must stop moving and enter combat when it moves within range of an opponent's non-shooting weapon. If a figure begins the round in combat but out of range it may move into range (and attack), or flee.

Time & Initiative When things get stuck in, time goes by in 6 second rounds. Each figure rolls initiative for the entire encounter (1d6 + current move).

Sequence Each round has four phases; all figures resolve each phase (in initiative order where relevant) and then move to the next phase. Phases are Action; Final shooting; Combat resolution; Spellcasting resolution.

Action Phase: on its initiative, a figure in combat may either close range or declare poltroonery (attempt to flee). If not in combat it may either begin casting a spell, shoot (and resolve) or move (possibly into combat). Figures may delay movement (only) until after any other explicitly declared friendly figure; subsequent initiative does not change.

Poltroonery Both figures roll 1d6 +move ; if the fleeing figure wins, make an immediate move away from the attacker and may not enter combat or shoot. Otherwise, the non-fleeing figure makes an immediate attack and the fleeing figure is treated as unarmed.

Final Shots: Once all figures have acted, any figure not in combat or casting a spell may shoot (possibly for a second time) in order of initiative if armed with a shooting weapon other than a crossbow, pistol or musket .

Combat resolution: is simultaneous, but can be resolved in the order of the highest initiative involved the combat. Combat is either close fighting or shooting., and ends when all but one of the opponents is broken or flees.

Fighting Roll both figures fight dice; high roll takes no damage, and, if armed and in range, scores the difference in hits. Ties cause 1 hit to each, and discards one item of armor. Unarmed or out of range figures may win, but cause no damage, even with ties.

Shooting Roll both figures shoot dice; high roll takes no damage. Ties cause 1 hit to each, even if opponent isn't missile armed. Otherwise as above.

Multiple opponents. This is not sporting, and should be avoided by pairing up in range opponents. Otherwise, the impolite side with extra opponents chooses only one figure to fight, gaining +1 bump per extra figure. The winner chooses which figures take damage, and how it is allocated.

Spell resolution: any spell declared by a figure that is still conscious and not in combat is resolved in initiative order. Special actions in combat are treated as spells – declared in action phase, resolved in spell resolution.

Armor: Each figure has an armor value equal to the number of armor pieces worn, which is subtracted from all hits. Remaining damage then discards 1 armor piece per hit and is absorbed. Once all armor is gone, if any damage remains, the figure breaks. Valid armor items are: Helmet or Burnoose, Breastplate or Pauldrons, Shield, Helmet Visor. Armor printed torsos give+1 armor value. Figures may discard a cape, staff, headgear or hand weapon to absorb one hit (each) if no armor remains.

Weapons: Figures are either armed if they have any weapon; unarmed if not. Weapons are fighting or shooting, or both. All have a range, some have a damage modifier. Fighting weapons use **fight** in combat, shooting weapons use **shoot**. Beasts always count as armed, and use **fight**.

Range is the shortest number of studs between two figures. Fighting weapons have range 2, except for daggers (1) and lances/spears (4) . Bows have range 24, crossbows and muskets 20, thrown spears 6 pistols and other thrown 3. If out of range, weapon inflicts no damage if figure wins combat roll. Spears, Lances and Bows can fight/shoot from cover if a 1 stud opening is available. All other require at least a two stud gap to attack.

Facing is determined only when a figure stops moving. A figure can attack or shoot into its forward semicircle; shooting requires a line of site.

Damage most weapons really should do the same damage (dead is dead).

Optionally, weapon type can be accounted for as follows:

Type	Example	hits
Light	Dagger, hatchet, small club, thrown, improvised	1/2
Standard	Most one hand weapons; thrown axe or spear, Bow, pistol	1
Heavy	Two-handed or big weapon, crossbow, musket, mounted lance	2x

All spells are of short duration, and combat oriented. To cast spells, a figure must have a Cast dtype > d4 and carry spellcasting gear. Valid items: wands (star or baton), magic staff, cape, wizard hat (pointy or turban), wizard beard. Spells are cast by declaring the spell and target; both roll cast dice. If the spellcaster loses there is no effect, but the caster may discard a spellcasting item to reroll. Otherwise, apply spell results.

Spells known Spellcasters start out with ½ the max value of their cast stat, recorded in a spell book (scroll, whatnot); access to this book is required to prepare spells each day.

Magic

Discarded items and armor. When the combat ends, place all discarded items by the broken body or winner. Armor may be looted and worn, each piece requiring an adjacent figure to spend an entire turn taking no action, and not being attacked. Alternately, remove them until after combat.

Broken characters are out of play until either fixed or until after combat; whoever controls the battlefield, or hauls off the body may reassemble it afterwards –this takes about 10 minutes. Enemies will likely loot the body and dump it, ransom it, or reassemble and enslave it.

Spells per day At the beginning of each day, roll Cast three times. The highest result is how many spells the spellcaster can use that day. These must be prespecified at the start of the day, as per Vancian Magic theory.

Spell gems many spells can be cast using mystical gems. These allow a figure to cast the associated spell using their Cast Stat. Once the spell is cast, successfully or not, discard the gem (it disintegrates).

Magic items hold spells or give bumps; magic armor might increase armor value, and weapons increase hits at a minimum. Mix and match, be creative. Most should be unique.

Spells

	Name	Effect	Gem
1	Zap/blast	1 hit + effect to one target or 1 hit to target and additional effect targets within 12	Red
2	Web/Wall	½ effect targets may not move for ½ effect turns or create impassible barrier (blocks all LOS) for effect turns	Green
3	Sleep/stun	1 Target loses turn for effect turns or Effect targets lose next turn	Blue
4	Curse/bless	Apply bump to reduce or increase a single stat of one target for effect turns	Yellow
5	Heal	Unbreak a figure; figure loses 4 turns – ½ effect or Restore armor to a figure equal to 1 + ½ effect	Clear
6	haste/slow	Target movement is doubled or halved for effect turns.	Pink
7	Turn	effect undead lose effect turns;	Orange
8	Raise	create ½ effect basic skeletons	Purple
9	Charm	Caster takes over target for effect turns	
10	Transmogrify	Cast vs. a spellcaster cast vs. cast. Loser turned to frog for turns = winners effect.	
11	Teleport	Move target d6 + d6 per 2 effect to a legal space.	

Everything else

Adventuring All other actions are resolved using the *adventure* stat, as modified by gimmicks, tools and situation as appropriate. A roll of 4+ is required for success for passive situations, (opening a lock or climbing a tree) with extra points indicating increasing success. Tougher or easier situations give negative or positive bumps Proper or vaguely relevant tools add a positive bump. Many gimmicks add a d6 to the adventure roll.

Opposed situations, are resolved by adventure vs. adventure rolls (i.e. to sneak past a guard, both roll adventure, high roll wins).

Hazards & healing: Traps do hits or capture, and generally go off on a 4+ on a d6 unless an adventure roll is made to safe it; Locks require an Adventure roll to open. Falling causes d3 hits per level, fire 1d3/turn. As you are made of bricks, drowning sucks, avoid it. Things heal overnight, armor returns after combat. Broken figures require reassembly, and are inert until then. Items discarded for spellcasting or in combat 9except armor) are gone.

Experience is awarded as demibumps (DB) which are used to bump a dtype, learn a spell or add a gimmick, all of which cost 10 DB Cost for bumping a d4 or lower dtype, or adding a gimmick multiple times is doubled, the cost to bump a d12 (to d20) is quadrupled.

Accumulating demibumps Beating a stronger foe is worth 2 DB, a matched foe 1; weaker foes, zero. Mission success from 1-4 DB. Players should get a minimum of 1 DB per session if they are trying at all.

Money, treasure and equipment. Space and sanity preclude a brick based economy and item list; however, use single studs (pips) as coins: 100 brown pips = 10 grey pips = 1 yellow pip. An armor piece, standard weapon or professional item (wand) costs 10yp, Generic items and light weapons, 5, and heavy weapons and complicated items cost 20. A horse costs 100y. Lodging or trail food for a day costs 1gp; normal food, drink and clothing items cost 1d6bp. Gems are worth 10yp x spell number

Mooks and Monsters

Type	Fight	Shoot	Cast	Adventure	Move	Armor	Notes
Knight	d10	d3	d4	d4	6	4+1	Strong. Usually on horse. Elite adds whirlwind, fight d12
Soldier	d8	d3u	d3	d3	8	2+1	Elite adds tough
Archer	d3	d6	d3	d3	10	1+1	Elite adds Marksman, shoot d8
Pirate	d6	d6	d3	d6	10	+1	tough, wire-fu' elite adds gun fu, fight d8
Ninja	d8	d4	d3	d4	12	1	cunning, wire-fu, whirlwind
Viking	d8	d3	d3	d4	10	3+1	Berserk, wire-fu
Orc	d8	d4	d2	d3	8	2+1	strong
Goblin	d4	d8	d2	d3	1	1+1	cunning
Dwarf	d10	d2	d3	d4	12	3+1	Tough
Elf	d3	d4	d10	d4	12	0	ranger
Townfolk	d3	d3	d3	d4	8	0	Professional, always armed to fight or shoot
Native	d6	d4	d2	d3	10	1	Ranger, marksman
Yeoman	d4	d6	d3	d4	8	1	Marksman, wire-fu; elite adds Ranger
Troll	d20	d8 u	d8 u	d2	8	1	Tough
Small beast	d6	d8 u	d3	d4	12	0+2	Cunning
medium beast	d8	d6 u	d4	d6	10	1+1	Cunning, wire fu
Huge beast	d12	d4 u	d8	d3	8	3	Cunning, whirlwind
Joe skeleton	d6	d3 u	d2	d2	6	1	Kung-fu
Horse	d6	d3u	d3u	d4	12	0	wire-fu

u =treat as unarmed roll (cannot cause damage if successful) ; Armor is worn+inherent

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MUTANT GOT GUNZ?

Alright, dis here is fer da cherries in da gang. Dis is how it is, see? The Ancientz fought demselves a big war, and dey built lotza gunz an' even more bullitz. Den dey set off da Biggun an' da whole friggin' worl' change forevah. Now all dats left of 'em are der gunz. Which is good fer us, 'cause we gotz us some mutant bugz to kill. Now, letz see wat yer about....

1) Wat's yer mutation? Roll 1d6:

- | | | |
|---|--------------------|-------------------------------|
| 1 | <i>Precog</i> | +1 to initiative and surprise |
| 2 | <i>Mutant Hide</i> | +1 DR, -1 MV, adds to armor |
| 3 | <i>Cat Eyes</i> | Can see in the dark |
| 4 | <i>Coordinated</i> | +1 to-hit with guns |
| 5 | <i>Bigger</i> | +1 hit point/level |
| 6 | <i>Red Skin</i> | +1 MV (max 13) |

2) Wat's yer job? Pick a job:

- | | |
|---------------|--|
| <i>Booma'</i> | Add 1+½ Lvl to gun damage (round down) |
| <i>Dokk</i> | Action to heal 1d6+Lvl HP; +Lvl on incap rolls |
| <i>Skav</i> | +4 on repair tests; tinker with guns |

3) Wat yooz packin'? Roll up two random guns.

4) Yooz got armah? Roll up one random suit of armor.

5) Ah, yooz got bullitz, good. Start with 100 Ammo.

6) Yooz got movz? Move (MV) = 12 less armor modifier

7) R'membah ta duck. AC = 10 + MV

8) How tuff r'ya? Roll 1d6+2 hit points (HP) per Level (or HD for foes). Reroll at the beginning of each fight.

II. Fightin'

1) Bushwhack!: Roll 1d6 for the side being bushwhacked: on a 1 or 2 they are surprised and lose their first action.

2) Initiative: Roll 1d20 + MV. Highest result goes first; others follow in descending order.

3) Attack Roll: Roll 1d20 + Level/HD + Accuracy + any other applicable modifiers ≥ AC to hit. If attack roll exceeds AC by 10 or more it's a critical hit, reduce target's DR by one. If the d20 rolls a '1' the gun breaks; must be repaired to use again.

4) Roll Damage: Roll a d6 for each point of weapon damage (monstrous foes use HD). Sum like numbers. The largest sum is damage inflicted to target's HP, less Damage Resistance (DR) for armor. Foes reduced to 0 or less die. PCs and important NPCs are incapacitated.

5) Ammo: Ammo is an abstract representation of every bullet, shell, power cell and rocket used in guns. Guns use 1 Ammo per damage point each attack. Ammo is also the default currency of the wastelands. NPCs drop HDd6 Ammo.

6) Sweeping Fire: If target is killed, any excess damage may be applied to the next closest target, provided no friends are in the way.

7) Blast Weapons: Have a radius effect of 5' per damage point. Targets in the radius get a stunt roll for ½ damage.

8) Rest & Recuperation: Hit points are fully restored after each fight (including those reduced to zero HP). Mutants reduced to negative HP require a save to survive; subtract negative hit points from the roll. If a Dokk is around to help add the Dokk's level to the roll.

III. Livin' in da Wastes

1) Stunts: Sneaking, climbing, hiding, swimming, dodging explosions, etc. Roll 1d20 + MV + Level/HD ≥ 20.

2) Noggin' Checks: Anything non-physical, like repairing stuff. Roll 1d20 + Level ≥ 20. Skavs add +4 on repair checks.

3) Saves: Poison, psionics, radiation, fear, etc. Roll 1d20 + Level ≥ 10. GM may apply appropriate modifiers. A roll of '1' always fails.

4) Hazards: Hazards inflict one die of damage per level of the 'dungeon.' Most hazards allow a stunt or save to avoid or mitigate damage.

5) Critters: All kinds of big ugly bugs, most with poison too: *Small-ish Bug* HD 1, MV 12, AC 22, DR 0, Atk 1, paralysis *Medium-ish Bug* HD 2, MV 10, AC 20, DR 2, Atk 1, sticky web *Big Bug* HD 4, MV 8, AC 18, DR 4, Atk 1, deadly poison *Really Big Bug* HD 8, MV 6, AC 16, DR 6, Atk 2, acid cloud

IV. Dat Wat Don't Killz Ya...

PCs start at level 1 with 0 XP and require 2,000XP times current level to advance to the next level. Defeating foes earns 100XP per HD. Salvaging loot earns 1XP per Ammo value. All XP is divided between the entire gang.

V. Da Good Stuff

1) Random Guns: Roll as indicated:

Damage: 2d6-2, reroll zeros

Accuracy: roll 2d6, take lowest die, subtract 1

Rate of Fire (ROF): 1d6: 1-3=ROF 1, 4-5=ROF 2, 6=ROF 3

Special: 1d6: 1-4=Nothing, 5=Sweeping Fire, 6=Blast Weapon
Ammo Value: Add damage, accuracy and ROF; multiply by 20 to get Ammo value; double if weapon has Blast or Sweeping Fire. Skav merchants buy for ¼ to ½ this amount.

2) Random Armor: Roll 2d6-2; reroll zeros. Each point gives 1 Damage Resistance (DR), and reduces MV by one. Then roll 2d6 for special: 2-9=Nothing, 10-11=Power Assisted (reduce MV penalty by ½, round down), 12=Force Field (No MV penalty; combines with armor; collapses on a critical hit, repair check required to restore); Ammo value is 50 per point, x5 for Power Assisted, x10 for Force Fields.

3) Other Stuff: Just a small sample of other stuff:

- | | | |
|---|-------------------|---|
| 1 | <i>Stimpack</i> | Heals 2d6 HP; value = 100 Ammo |
| 2 | <i>Gasmask</i> | Immune to gas; value = 100 Ammo |
| 3 | <i>Scanner</i> | Detects toxins/rads in soil/air/water; 200 Ammo |
| 4 | <i>Toolkit</i> | +2 on repair checks; value = 300 Ammo |
| 5 | <i>Relic Rope</i> | 50'; holds 1 ton; value = 300 Ammo |
| 6 | <i>Everlight</i> | 30' Flashlight, never runs out; 100 Ammo |

4) Fixing Stuff: Assume looted guns and armor are broken. Repair checks are required to get them working. If the repair roll is a '1', the item is permanently broken (aka worthless). Each character can only repair a specific item once per level.

5) Skavs and Guns: Skavs like to tinker with working guns in their spare time. Make a successful repair check to re-roll one gun attribute of the Skav's choice. If the repair check fails, the gun breaks. If a '1' is rolled, the gun is permanently broken.

"Mutant Got Gunz?" written by Ed Green. Inspired by Nicolas Dessaux's original "Searchers of the Unknown" and Simon J. Bull's "SoTU Refired v3." "Dungeons & Dragons" is a Registered Trademark of Wizards of the Coast. No challenge or claim to this trademark is intended or implied. This is not-for-profit fan-work and is believed to reside within Fair Use.

MUTANT SCAVENGERS OF THE RUINED EARTH!

Characters!

PCs are hardy mutant scavengers picking through the radioactive wastes of a far-future 'mutant-eat-mutant' Earth or Earth-like planet. Works well with other games in this series, especially Scavengers & Spacewrecks.

1) Choose armour: This gives your Player Character (PC) an armour class (AC) and a movement rate (MV).

Armour	AC	MV
No armour	9	12
Padded Shroud, Mutant Hide, Thick Fur	7	9
Body Armour, Partial Mutant Shell (soft belly)	5	6
Alloy Armour, Full Mutant Shell	3	3
Technological or Mental Force Field	-1	-1

2) Roll for hit points: 1d6+2 (HD) per level, with 1d6+2 for a PC starting at level 1.

3) Choose two weapons:

- * Axe 1d8 damage; Stunt to throw, +2 damage if successful; 10' range
- * Bow 1d8 damage; Add Level to damage; 100' range
- * Sword 1d8 damage; Stunt disarms hand-held item/weapon of opponent
- * 3 x Micro-Missiles 1d4 damage in 10' radius; 30' range
- * Laser Sword 1d6 damage; target Saves or loses 1 round of action
- * Blaster Pistol 2d8 damage, one shot every 2 rounds; 50' range

4) Number of attacks (AT): 1 at start, increased to 2 at level 5, 3 at level 9 and so on. *Special Rule:* When a PC kills a mutant, he can make another attack at the end of the same round.

5) Choose a name and a speciality:

- * **Psyker** (+1 to Initiative, +1 to opponent's morale roll); Requires 1 Mental Mutation (M).
- * **Render** (-1 to Hit, and +1 Damage); Requires 1 Physical Mutation (P).
- * **Scout** (-1 to Stealth/Stunts roll)
- * **Tech** (-1 to all Tech Saving throws: disarm bomb, hack computer)

6) Roll Mutations (1d20, twice): if same rolled twice, re-roll for new

- 01 (M) **Sense Life:** Detects living things in 30'x15' cone; 1 combat action
- 02 (P) **Mutant Hide:** as per the Armour table; cannot be removed
- 03 (P) **Extra Head:** +1d4 to Initiative; -1 to Hit with Ranged attacks; etc.
- 04 (M) **Telepath:** Send/receive thoughts to detected life form; 30' Radius
- 05 (M) **Booster:** 1x/day +/-1 all rolls for 1d4+Level Rounds; Other or Self
- 06 (P) **Partial Mutant Shell:** as per the Armour table; see Mutant Hide
- 07 (P) **Gills:** Can breathe in and out of water; +2 to Swim Saves/Stunts
- 08 (M) **Anti-Telepath:** Selectively block Telepathy; Morale -1
- 09 (M) **Force Field:** as per the Armour table; self and personal gear only
- 10 (P) **Vampiric Touch:** Open hand strike steals 1d4 HP as healing
- 11 (P) **Thick Fur:** as per the Armour table; +2 Save versus Cold damage
- 12 (M) **Lucky:** Once per session can flip a bad roll for the best result
- 13 (M) **Rebounding Field:** 6- on d20, the strike bounces, & hits attacker
- 14 (P) **Darklight Eyes:** Can see up to 90' even in pitch black darkness
- 15 (P) **Climbing/Clinging:** +3 to Climbing/Clinging Saves/Stunts
- 16 (M) **Hide Life:** Defeats Sense Life; 10' radius; voluntary; free action
- 17 (M) **Levitation:** HD x 15' movement, ascend/descend only; 3x/day
- 18 (P) **Bomb Pods:** 1d4 per day; 1d4 damage 10' radius; 30' range attack
- 19 (P) **Full Mutant Shell:** as per the Armour table; cannot be removed
- 20 (M) **Mental Invisibility:** 6- on d20 to Sneak past 2d6 HD of creatures

Combat!

1) Initiative: Everyone rolls (1d10 + AC). The best score has initiative, then each attacker in descending order. So a lighter fighter has better chances to strike first. If one has several attacks (AT), initiative is rolled several times.

2) Attack: roll 1d20. If the score is under your opponent's (AC + your level), it is a successful strike.

--Example: to hit a mutant with AC 6, a 3 level scavenger needs a 9 or less.

3) Damage: When you hit an opponent, roll the damage dice. Deduct the result from your opponent's hit points (hp). At or below 0, non-PC mutants are dead, and PC's are knocked out. Mutants could easily kill them, but they usually won't, and instead, keeping them as slaves.

4) Morale: If outnumbered; after the first death; or when reduced to one-half number or hit points, a mutant checks for morale. The DM rolls 1d10. If the result is over the mutant's hit dice, it will withdraw to get a better position, or (less likely) surrender.

5) Rest and bandages: After combat, all hit points (hp) are restored to their initial value. Hit Points, after all, reflect the capacity to escape damage. If a PC has been sent below 0hp, they may need a longer period of rest, or even a medic robot because of actual wounds.

Adventure!

1) Stealth & stunts: actions like sneaking past mutants, hiding in shadows, moving silently, or climbing are all easier in lighter armour. For each such an action, roll 1d20 under the character's (AC + level). So, a 4th level scavenger wearing a shroud, and carrying a shield must roll a 10 or less to creep past a mutant. For easier actions, the DM may choose different dice (2d8, 2d6, 1d10, etc.), instead.

2) Saving-Throws: when such a roll is needed for any reason, roll 1d20 under the character's (level + 4). So, a 7th level scavenger must roll under 11 to resist the charms of a mutant with the powers of a temptress.

This "level+4" rule applies to every other action which isn't covered by the "stealth & stunts" rule, but fits the common scavenger knowledge like searching for secret panels or deactivating a laser tripwire.

3) Dangers: If the danger could kill a man (falling, fire, or a trap), it does at most 1d8 points of damage. If the danger is great enough to kill a horse, then the damage is rated at 2d8. If the danger could destroy a vehicle, then damage is 4d8, never any more.

4) Power Phrases: Most power phrases found in Ancient tomes are self descriptive; their range is confined to one room, and only affects one person unless stated otherwise. Only scavengers with an (M) mutation can use Power Phrases: *Phrase Level = 1 + (Scavenger Level / 3)* round down.

Experience!

PCs start at level 1 (1 Hit Dice). Each time they defeat an opponent, by killing him or another method, they get 100 experience points x its hit dice, shared between the party members.

The number of experience points needed to level up is 2000 x the current level. There are no limits to levels. Gaining a new level means better rolls for fight/save/actions, and 1d6+2 more hit points.

Additional Specialties can be added, but each new one costs a number of HD to be permanently sacrificed equal to the new number of Specialties possessed. HD given up to gain a new Specialty affect all listed HD-based effects (HD, Attack, Saves/Stunts, Power Phrases, etc.).

Cool Gear!

PCs start with their choice of three items on this partial list. More loot should be the reward for successful adventuring in the Ancient ruins.

- * **Android Mask:** User can pass for an Android if they make a Save.
- * **Bottle, Unbreakable:** Just what it says; holds 1 gallon's volume.
- * **Coat, Duster:** Can conceal a lot inside; 3d6 external pockets as well.
- * **Flare Beacon:** Reusable; 100' height; no-damage; bright light; 1 minute.
- * **GlowGoggles:** User sees energy (living/non-living) up to 30' in darkness.
- * **MultiTool:** +1 to Tech Saves of all sorts; knife blade does 1d4 in combat.
- * **Noise Toy:** tiny device emits loud sounds; can be set for 1-10 rounds.
- * **OxyMask:** User can breathe well in poison gas, or even underwater.
- * **Pole, Duralite:** Telescoping 10' pole; nearly indestructible; for prodding.
- * **Radium Torch:** Illuminates 30' rad.; burns for 6 hours even underwater.
- * **Steelsilk Rope:** Can hold ½ ton; 50' length; grafts together as one unit.
- * **Termite Mask:** Allows chewing through wood, rock; 1 Hour/foot of rock.
- * **Umbrella Field:** Screens out sun, rain, debris, etc.; hovers, hands free.
- * **Water Purifier:** Even poison, radioactive, sludge potable in 10 minutes.

Robots (non-living)!

- * **Android:** AC6, MV8', HD3, #AT2, Fists (1d4) or by weapon type.
- * **Combat Robot:** AC3, MV3', HD2, #AT1, Claws (1d8) or Optical Ray (1D10, 3- on d20 chance of malfunction). No Morale checks.
- * **Medic Robot:** as above but no weapons, heals 1d6 hp per round.
- * **Robot Vehicle:** AC6, MV7', HD1, #AT1, Smash (1d4 per ' Movement).

Sample Mutants (living)!

- * **Floating Brain:** AC5, MV22', HD1, #AT1, Psychic Attack (1d8, armour is useless)
- * **Giant Insectoid:** AC3, MV3', HD4, #AT4, 4 Claws (1D8). No Morale checks.
- * **Generic Monster:** AC4, MV5', HD2, #AT3, Claws (1d6), Bite (1d10).

Kyrinn S. Eis based upon **Nicholas Dessaux**' *'Searchers of the Unknown'*, and **Sean Wills**' *'Scavengers & Spacewrecks'*, and *'CYBORG SAMURAI ARE GO!'* This is a not-for-profit fan work and is believed to reside within Fair Use.

Wheelspins in the Wasteland

Build an Automobile

When Mutant Scavengers need to travel across the Ruined Earth, they need wheels.....

WITW is intended as abstract combat and pursuit rules for vehicles on roadtrips across scorched badlands and down freaky freeways. PCs may have a vehicle each or share a ride.

1° Choose vehicle . Each has an armour class (AC) and a movement rate (MV).

Type	AC	MV
Sportscar	9	12
Jeep	7	9
Station Wagon	5	6
Truck	3	3

2° Roll for hit points , 1d8 per level (HD). So, 1d8 for a vehicle starting at level 1.

3° Roll 1d4 once for weapons:

1 *Driver/Passengers' firearms*: 1d4 damage

2 *Ram*: 1d6 damage

3 *Chain Guns*: 1d8 damage

4 *Rocket Launcher*: 1d10 damage, fires one shot every other round

4° Number of attacks (AT) is 1 at start, then raise at 2 at level 5, 3 at level 9 and so on. Each time you raise, roll for another weapon.

Autoduelling

1° Initiative: Each one roll 1d10+vehicle AC. The best score has initiative, then each one attack in descending order. So a lighter automobile has better chances to strike first. If one has several attacks (AT), he rolls initiative several times.

2° Attack: roll 1d20. If the score is *under* your opponent AC + your own level, it's a hit.

3° Damage: When you hit an opponent's vehicle, roll the damage dice. Deduct the result from the vehicle's hit points (hp). At or below 0, vehicle is destroyed/crashes, and the occupants crawl from the wreckage. Such losers may be kept as slaves or desert rations for cannibals.

4° Chicken Out ?: If outnumbered, after the first wreckage, and when reduced to one-half number or hit points, scavenger checks for morale. The DM rolls 1d10. If the result is over the vehicle's hit dice, the auto will withdraw or surrender to get a better position.

5° Pitstop: After that, all hit points (hp) are restored back their initial score. After all, hit points reflect the capacity to escape or withstand hits. If a vehicle has been sent below 0hp, it will require the services of a garage.

Adventure

1° Stealth & stunts: sneak past enemies, hide down alleys, perform a bootlegger-turn are easier with a lighter vehicle. For each such an action, roll 1d20 under the vehicle's AC+level. For easier actions, the DM may choose 1d10 instead.

2° Saving throws: when such a roll is needed for any reason, roll 1d20 under the character's level, +4. So a 7th level vehicle must roll under

11 to escape the landslide in the canyon. This "level+4" rule applies to every other action which isn't covered by the "stealth & stunts" rule, but fits the common scavenger tasks like driving on ice, through sinking sands, chemical clouds etc or surviving being rammed off a mountain road.

3° Dangers: If something could destroy a motorbike, like a fall, it does 1d8 points of damage. If it could destroy a compact auto, 2d8. If it could destroy a truck, 4d8. No more.

4° Driver Skill: If the Referee/DM decides a driver has mutations/skills etc that enhance or detract from the vehicle's performance, small bonuses or penalties may be applied to rolls.

5° Refuelling: After every encounter there is a 1 in 6 chance that the vehicle has used up all it's fuel. Vehicles may salvage fuel/energy cells etc from defeated (but not destroyed) vehicles.

Customization

Vehicles start at level 1 (1 Hit Dice). Each time they defeat another vehicle by destroying it the winning vehicle(s) gets 100 experience points per losing vehicle's hit dice, shared between the winners. The number of experience points needed to level up is 2000 x the current level. There are no limits to levels. Gaining a new level means better rolls for duels/save/actions, and 1d8 more hit points. This is due to customization and upgrading autoparts, which happens between missions – and can only occur in a garage in a 'safe' area. The player rerolls all hit dice. If the new score is better than the old one, his vehicle gets that new total. If not, he keeps the old one.

By Sean Wills, this is a supplement for MUTANT SCAVENGERS of the RUINED EARTH by Kyrinn S. Eis, based on 'Searchers of the Unknown' written by Nicolas Dessaux. Dungeons & Dragons is a Registered Trademark® of Wizards of the Coast, Inc. No challenge or claim to the ownership of these trademarks is intended or implied. This is a not-for-profit fan work and is believed to reside within Fair Use.

Thanks to James Maliszewski for inspiration.

Start your engines !

Tempora Mutantur

These are mutant times! (Core Rules)

The Fall has long since wiped out civilization, leaving the planet's surface a savage land of radioactive waste crawling with mutant creatures. Your community has endured through the long years since the Fall, its inhabitants sheltered safely beneath the earth. Until now...

Race

Characters start out as **Humans**, but upon exposure to radiation and other mutagenic hazards may transform into **Near-Humans** or even **Mutants**.

Class

Each PC must select a class. **Enforcers** are athletic and skilled at combat. **Scouts** are swift and sneaky. **Thinkers** are smart and have a knack with Ancient relics. (Monsters and most NPCs do not have a class.)

Hit Points

Characters have 1 HD per rank. PCs start with maximum hit points at rank 1, then roll all HD at each additional rank, ignoring the new result if it is lower than the previous value. **Enforcers** have 1d10 hp per HD, **Scouts** have 1d8, and **Thinkers** have 1d6. (Monsters usually, but not always, have 1d8 hp per HD.) **Humans** gain +2 bonus hit points, **Near-Humans** get +1.

Equipment

PCs will be provided with standard adventuring supplies (food, water, etc.). In addition, each character may select 4 pieces of equipment. Medium armour counts as 2 selections. Heavy armour counts as 3 selections. 2 light weapons may be taken as 1 selection. You may also spend 1 selection for a minor relic, which will be randomly determined by the referee.

Armour	AC	Movement	Examples / Notes
None	9	12"	–
Light Armour	7	12"	Cloth, Hide, or Leather.
Medium Armour	5	9"	Chitin, Tire Tread, or Chain.
Heavy Armour	3	6"	Carapace or Plate Metal.
Shield	–1	–	Cannot use 2-handed weapon.

A lower AC makes you harder to hit, but is detrimental in other ways. By convention, 1" equals 10 ft at the ruin scale, and is typically 3 miles at the wilderness scale. **Scouts** add +3" MV if wearing light or no armour.

Weapon	Damage	Note
Light Melee	1d6	Fast, concealable, can be thrown for 1d4.
Medium Melee	1d8	'Standard' 1-handed weapon.
Heavy Melee	1d10	Requires 2 hands, slow.
Light Ranged	1d4	Fast, concealable, out of ammo on a 1.
Medium Ranged	1d6	Requires 2 hands, out of ammo on a 1 or 2.
Heavy Ranged	1d8	2-handed, slow, out of ammo on a 1, 2, or 3.

The Character Sheet

Invent a name, an appellation, a one-line description, and your character is ready to explore the wastes! For example:

Stassen the Blunt. Human Enforcer 1 (XP 0, +10% bonus), HD 1d10+2 (hp 12), AC 3 (scrap metal plate), MV 6", metal I-beam (hvy melee Atk +1, 1d10). *Stassen is simple, both in thought and action.*

Combat

Surprise: In cases where a group may be caught by surprise at the start of combat, a Subterfuge check must be made (see *Adventuring Skills*, below). Roll only once, using the worst skill value for each side. Success indicates that the other group is surprised, and loses one combat round.

Initiative: Each combatant rolls 1d6 to determine initiative. Fast weapons are +1 to initiative, slow weapons are –1. The combatant with the highest initiative acts first, with others following in descending order.

Attack: Roll 1d20 + target's AC. **Enforcers** add their rank. **Scouts** add their rank with light or ranged weapons, otherwise they add ½ their rank (rounded down). **Thinkers** add ½ their rank with light weapons, and also add ½ their rank with Ancient relics (these bonuses can stack). Monsters add their HD. Ranged weapons cannot be used in melee. 20+ is a hit.

Damage: On a hit, roll damage dice and subtract the result from hit points. At 0 hp monsters are slain. A PC or important NPC is incapacitated at 0 hp, but will survive until he reaches a negative hit point total greater than his rank. Incapacitated PCs are either left for dead or captured.

Death's Door: A fortitude save vs. death (see *Saving Throws*, below) is permitted to survive an effect that would otherwise cause a PC's demise. If successful, the character is reduced to minimum hit points and incapacitated.

Morale: In battle, NPCs and monsters are subject to morale. Both sides roll 1d20 and add the rank (or HD) of their greatest combatant. If either side is doubled they will flee. The referee may roll separately for distinct groups of monsters, and may interpret other outcomes from the results, such as falling back or surrender. Combatants get a free attack against a fleeing opponent.

Recovery: PCs who remain above 0 hp recover 1 hp per full turn spent resting (when exploring a ruin), or *all* lost hp by resting for a full movement phase (in the wilderness). PCs who have been incapacitated recover at the much slower rate of 1 hp per *day* until fully healed, unless medical treatment (from an Ancient relic or special mutant power) is applied.

Adventuring Skills

All skill checks are attempted by rolling 1d20 + AC. PCs add ½ their rank (rounded down) unless stated otherwise below. Monsters typically add ½ their HD (+ AC). A result of 20+ indicates success.

Athletics: Swimming, climbing, running, jumping, forcing doors, lifting gates, driving a vehicle, taming or riding a mutant beast, and so on are all feats of Athletics. **Enforcers** add their rank rather than ½ their rank.

Subterfuge: Sneaking around, hiding, disabling locks or traps, sleight of hand, detecting hazards in ruins, and finding relics while scavenging are all feats of Subterfuge. **Scouts** add their rank rather than ½ their rank.

Lore: Deciphering and repairing relics, communicating with mutant tribals, sensing rad storms and Creep zones, using psionic powers, and the like are all feats of Lore. **Thinkers** add their rank rather than ½ their rank.

Saving Throws

A saving throw allows a character to avoid a threat or lessen its effect and are vs. fortitude, reflexes, or willpower. Roll 1d20 + rank (or HD), a result of 20+ indicates a save. **Enforcers** add +4 to saves vs. fortitude. **Scouts** add +4 to saves vs. reflexes. **Thinkers** add +4 to saves vs. willpower. **Humans** and **Near-Humans** gain an additional +1 bonus to all saving throws.

The Creep

In *Tempora Mutantur*, the myriad of radionucleotides, toxic chemicals, and mutant plagues have mingled to the point where – in regard to their impact on living beings – they are all thought of as a single threat: **the Creep**.

In addition to suffering damage from the Creep, characters who are exposed will develop mutations with increasing contamination. These mutations are determined randomly – some are beneficial, but most are detrimental.

A PC who gains one or more mutations, but is still more-or-less normal, is considered a **Near-Human**. A character who becomes visibly disfigured or develops more than one major mutation is a **Mutant** and will likely be treated as an outcast by his community.

Rules for mutations and their effects are the purview of the referee.

Ancient Relics

When an unidentified Ancient relic is discovered, a character must spend a full turn attempting to decipher its use. Make a Lore check; 20+ indicates success. On a failed check the PC simply cannot figure out the device. Another attempt cannot be made until a new rank is attained.

Thinkers have the special ability to re-roll a failed Lore check after one additional turn of study. If this second roll is also a failure, an experience rank must be gained before retrying, as with other characters. **Thinkers** are also the only class who can attempt to fix damaged or broken relics. Spare parts and a successful Lore check are required.

The referee determines the placement of relics and their properties.

Experience

The referee will assign XP for relics recovered, monsters defeated, and quests completed. All experience earned is divided evenly among surviving party members.

Humans (of the normal, un-mutated type) gain a +10% bonus to XP earned. Starting PCs begin at rank 1 with 0 XP. A PC then requires an *additional* 1,000 XP multiplied by his current rank to advance to each new rank; i.e., a total of 1,000 XP to reach 2nd rank, 3,000 XP to reach 3rd rank, 6,000 XP to reach 4th rank, 10,000 XP to reach 5th rank, and so on.

A character must return to his home base for training, or be trained by a higher-rank PC of the same class, before gaining the benefits of a new rank.

Tempora Mutantur

These are mutant times! (Core Rules)

The Fall has long since wiped out civilization, leaving the planet's surface a savage land of radioactive waste crawling with mutant creatures. Your community has endured through the long years since the Fall, its inhabitants sheltered safely beneath the earth. Until now...

Race

Characters start out as **Humans**, but upon exposure to radiation and other mutagenic hazards may transform into **Near-Humans** or even **Mutants**.

Class

Each PC must select a class. **Enforcers** are athletic and skilled at combat. **Scouts** are swift and sneaky. **Thinkers** are smart and have a knack with Ancient relics. (Monsters and most NPCs do not have a class.)

Hit Points

Characters have 1 HD per rank. PCs start with maximum hit points at rank 1, then roll all HD at each additional rank, ignoring the new result if it is lower than the previous value. **Enforcers** have 1d10 hp per HD, **Scouts** have 1d8, and **Thinkers** have 1d6. (Monsters usually, but not always, have 1d8 hp per HD.) **Humans** gain +2 bonus hit points, **Near-Humans** get +1.

Equipment

PCs will be provided with standard adventuring supplies (food, water, etc.). In addition, each character may select 4 pieces of equipment. Medium armour counts as 2 selections. Heavy armour counts as 3 selections. 2 light weapons may be taken as 1 selection. You may also spend 1 selection for a minor relic, which will be randomly determined by the referee.

Armour	AC	Movement	Examples / Notes
None	9	12"	–
Light Armour	7	12"	Cloth, Hide, or Leather.
Medium Armour	5	9"	Chitin, Tire Tread, or Chain.
Heavy Armour	3	6"	Carapace or Plate Metal.
Shield	–1	–	Cannot use 2-handed weapon.

A lower AC makes you harder to hit, but is detrimental in other ways. By convention, 1" equals 10 ft at the ruin scale, and is typically 3 miles at the wilderness scale. **Scouts** add +3" MV if wearing light or no armour.

Weapon	Damage	Note
Light Melee	1d6	Fast, concealable, can be thrown for 1d4.
Medium Melee	1d8	'Standard' 1-handed weapon.
Heavy Melee	1d10	Requires 2 hands, slow.
Light Ranged	1d4	Fast, concealable, out of ammo on a 1.
Medium Ranged	1d6	Requires 2 hands, out of ammo on a 1 or 2.
Heavy Ranged	1d8	2-handed, slow, out of ammo on a 1, 2, or 3.

The Character Sheet

Invent a name, an appellation, a one-line description, and your character is ready to explore the wastes! For example:

Stassen the Blunt. Human Enforcer 1 (XP 0, +10% bonus), HD 1d10+2 (hp 12), AC 3 (scrap metal plate), MV 6", SV +5, metal I-beam (hvy melee Atk +1, 1d10). *Stassen is simple, both in thought and action.*

Combat

Surprise: In cases where a group may be caught by surprise at the start of combat, a Subterfuge check must be made (see *Adventuring Skills*, below). Roll only once, using the worst skill value for each side. Success indicates that the other group is surprised, and loses one combat round.

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Adventuring Skills

All skill checks are attempted by rolling 1d20 + AC. Player Characters (and NPCs) add ½ their rank (rounded down) unless stated otherwise below. Monsters typically add ½ their HD. A result of 20+ indicates success.

Athletics: Swimming, climbing, running, jumping, forcing doors, lifting rubble, driving a vehicle, taming a mutant beast, and so on are all feats of Athletics. **Enforcers** add their rank (instead of ½) and gain a +3 bonus.

Subterfuge: Sneaking, hiding in shadows, disabling locks or traps, sleight of hand, detecting hazards in ruins, and finding relics while scavenging are all feats of Subterfuge. **Scouts** add their rank and gain a +3 bonus.

Lore: Deciphering and repairing relics, communicating with mutant tribals, sensing rad storms and Creep zones, using psionic powers, and the like are all feats of Lore. **Thinkers** add their rank and gain a +3 bonus.

Saving Throws

A saving throw allows a character to avoid a threat or lessen its effect. Saves are usually divided into fortitude, reflex, or willpower categories. Roll 1d20 + rank (or HD); a result of 20+ indicates a save. **Enforcers** add +4 to this roll, **Scouts** add +5, and **Thinkers** add +3.

Humans and **Near-Humans** gain an additional +1 bonus to saving throws.

The Creep

In *Tempora Mutantur*, the myriad of radionucleotides, toxic chemicals, and mutant plagues have mingled to the point where – in regard to their impact on living beings – they are all thought of as a single threat: **the Creep**.

In addition to suffering damage from the Creep, characters who are exposed will develop mutations with increasing contamination. These mutations are determined randomly – some are beneficial, but most are detrimental.

A PC who gains one or more mutations, but is still more-or-less normal, is considered a **Near-Human**. A character who becomes visibly disfigured or develops more than one major mutation is a **Mutant** and will likely be treated as an outcast by his community.

Rules for mutations and their effects are the purview of the referee.

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A character must return to his home base for training, or be trained by a higher-rank PC of the same class, before gaining the benefits of a new rank.

Tempora Mutantur

Referee Supplement: *The Creep*

But I'm a creep / I'm a weirdo / What the hell am I doing here?

- Radiohead, "Creep"

In the years since the Fall, the myriad of mutant plagues, environmental poisons, and radionucleotides have mingled to the point where, with respect to their impact on living beings, they are all the same global ailment. To the folks who roam the wastes, the effects of all the toxic goops and lethal pathogens are thought of as a single plague: **the Creep**.

In truth, the Creep can stem from nearly any source of radiation, man-made biological agents, or toxic substance. Immediate effects vary based on the substance encountered or environment braved, but the long term effects are the same: it's all the Creep.

Creep accumulates in characters following periods of exposure to Creep-inducing agents. Although you may recover from the immediate effects of these agents, the Creep will almost certainly be with you until you die. As the Creep accumulates in your system, more radical effects emerge. In the short-term, some effects might seem beneficial, but everyone with the Creep is ultimately heading to the same place...

Contamination Levels

Repeated exposure to Creep leads to sickness, mutation, and eventual death. When you fail a fort save vs. the Creep, your cumulative **contamination level** increases, and you suffer the consequences. With each subsequent exposure, your contamination level increases further, producing additional effects. Eventually, your contamination level becomes lethal.

There are no reliable methods to decrease a character's cumulative Creep contamination level. Medical treatments can mitigate some of the effects of exposure, but the Creep is permanent.

The threat of fatal Creep contamination imposes a de facto limit to character advancement. Once a PC gains experience, some contamination is almost inevitable, and most characters will reach near-lethal levels around rank 6.

Creep Effects

After falling into an eerily still pool of silver-coloured fluid, Scoley awoke to find new eyes had opened up on his shoulders and back. Months later, after being attacked by an irradiated moth, he lost all feeling in his limbs and body. By the time he got caught in that last rad storm, he had begun mutating on a daily basis...

Creep contamination leads to mutations (which are fully described in the *Mutations* supplement). Most mutations derived from Creep contamination are detrimental, though beneficial perks may also result from exposure.

The following table is a 'default' list of Creep effects which results in increasing numbers of random mutations. See also 'Linked Mutations', at right, for further examples of possible Creep effects.

Contamination Level	Effect – Random Mutations
0 None	Don't worry – this won't last long.
1 Mild	No ill effects. (Some minor anomalies may emerge.)
2 Low	The character gains a minor mutation. *
3 Moderate	The character gains a medium mutation. *
4 High	The character gains a major mutation. *
5 Severe	Roll d6 for each mutation the character possesses. On a result of 1-3, it remains unchanged. On a result of 4-6, roll a new random mutation of the same type, replacing the original perk or flaw. Character becomes disfigured (if not already) and is considered a mutant.
6 Lethal	The PC starts to mutate uncontrollably. Each day, roll d6 for each mutation as per 'Severe' contamination. Unable to withstand the strain on his body, the character dies at the end of 1d4 agonizing days.

* 2-in-6 chance of mutant perk, otherwise it is a flaw.

The effects of Creep contamination will typically manifest the next time the character rests, though (at the referee's discretion) they may sometimes occur immediately after exposure.

Player characters start with no Creep contamination. For random wasteland creatures, referees may roll 1d6 on the table above to determine contamination level (which will always result in at a least mild result).

Linked Mutations (Optional)

After he accidentally brushed up against sticky yellow slime in the ruins, Stassen's clothes started to feel tight. Not long after, he ate some badly packaged nutrition bars in an abandoned vault and his bones started to twist and grow. And after falling into the bubbling sludge at an old toxic waste dump, he diverged into two incomplete, twitching masses of tissue.

Linked mutations add an element of drama to the game that comes from the sense of impending change. Having a clue about what happens next, but not knowing for sure, is exciting. Beyond that, linked mutations provide a sense of continuity and individuality that is often well-used in an RPG campaign.

Several sets of linked mutations are provided below:

Contamination Level	Effect – Horrible Growing Body
1 Mild	Noticeable growth spurt.
2 Low	Some body parts begin to grow faster than others. Minor Flaw – Aberrant Deformity.
3 Moderate	Accelerated growth contributes to clumsiness. Medium Flaw – Adrenaline Deficiency.
4 High	Character grows beyond normal human limits. Major Perk – Gigantism.
5 Severe	Medium Perk – Robust. Minor Flaw – Mobility Impaired.
6 Lethal	After 1d4 agonizing days, new tissues split off. PC divides into two dwarf-sized cripples who attempt to escape into the wastes (and become NPC foes).

Contamination Level	Effect – Mental Acceleration
1 Mild	The character experiences hyper-real dreams.
2 Low	Minor Flaw – Frequent Migraines.
3 Moderate	Medium Flaw – Open-Minded.
4 High	Roll 1d4 to determine random major psionic power (refer to Major Perks table in <i>Mutations</i> supplement). Body begins to atrophy, equivalent to Tumourization major flaw. Roll 1d4 twice to determine random minor psionic power and random medium psionic power.
5 Severe	Brain grows too large for skull. Each day, roll 1d4 to determine each psionic power (minor/medium/major).
6 Lethal	The character dies at the end of 1d4 agonizing days.

Contamination Level	Effect – Irradiated Eyes
1 Mild	Eyes begin to bulge and irises turn green.
2 Low	Minor Flaw – Light Sensitivity.
3 Moderate	Minor Perk – Ultravision.
4 High	Minor Perk – Infravision. Medium Flaw – Light Blindness (as Night Blindness).
5 Severe	Major Perk – Optic Emissions. Medium Flaw – Poor Vision.
6 Lethal	Eyes dissolve into toxic ooze; character is blind and loses all vision-related perks. Rot spreads to brain. The character dies at the end of 1d4 agonizing days.

The referee is encouraged to develop new linked mutations. Such 'Creep chains' work best when they're based on a central concept or theme, such as "gradual development of animalistic instincts" or "growing dependency on the Creep".

It is usually advisable to keep the ratio of 1 beneficial perk to 2 detrimental flaws for Low/Moderate/High contamination levels. Also consider using monster special abilities or newly-created effects too. Some creative form of death should always be the final effect of Creep.

Mutations and Race

Creep exposure will eventually destroy a character's humanity. A PC with no mutations is a **Human**. Once a PC gains one or more mutations, he becomes a **Near-Human**. A character who acquires a disfiguring mutation *or* more than one major perk or flaw is considered a **Mutant** instead.

Pure-strain **Humans** gain +2 bonus hit points and +10% to XP earned.

Mutants do not benefit as easily from Ancient medical technology and may face hostile reactions from others due to their disfigurements.

In the wastes, the dwarf twins Stassen α and Stassen β lurk, plotting their revenge against all pure-strains...

Tempora Mutantur

Referee Supplement: *Mutations*

Rules for PCs and their mutations are provided in *The Creep* supplement. Creatures who are born and adapted to the wastes, however, are more likely to possess beneficial mutations (and will have developed at least some resistance and/or tolerance to the Creep). When determining mutations for monsters and NPCs, the referee may roll on the following table:

d12 Roll	Result	d12 Roll	Result
1-3	Minor Perk	7-9	Minor Flaw
4-5	Medium Perk	10-11	Medium Flaw
6	Major Perk	12	Major Flaw

If a creature happens to re-roll a perk or flaw that they already possess, then the mutation is removed instead.

Mutant Perks

d12 Roll	Minor Perk	Description
1	Accumulated Resistance	+2 on fortitude saves vs. disease, poison, and Creep.
2	<i>Additional Eyes</i>	Reduced chance to be surprised (force opponent to re-roll). Visibly mutated.
3	Danger Sense *	Ignore surprise.
4	Empathy *	You know a subject's surface emotions.
5	Far Hand *	Move small objects at a limited distance.
6	Fast Healing	Heals twice as fast as usual.
7	Fleet Feet	Movement is increased by 3".
8	Infravision	See heat signatures to a range of 6".
9	Quick Response	+2 to initiative and reflex saves.
10	Telepathic Projection *	Alter the subject's mood; shift one category more favourable. Not usable in combat.
11	<i>Thick Hide</i>	Natural AC of 7. Visibly mutated.
12	Ultravision	See ultraviolet signatures (including radiation). Can see by starlight (or Creep-light).

d10 Roll	Medium Perk	Description
1	<i>Additional Arm</i>	Can wield another weapon or use a 2-handed weapon plus a shield. Visibly mutated.
2	Clairvoyance *	Psionically 'see' at a distance of up to 6".
3	Creep-Tolerant	+10 on fortitude saves vs. Creep.
4	Dual Brain	Can roll two willpower saves and take the best result. Dual-wield with only -2 penalty.
5	Kinetic Blast *	Deal 1d8 force damage to target on a successful ranged attack; target does not get will save.
6	<i>Natural Weapon</i>	Claw, bite, or other natural melee attack for 1d6 damage. Visibly mutated.
7	Psi-Charm *	Makes the target an ally for 1 turn.
8	Read Thoughts *	Read the surface thoughts of a target. Does not require a common language.
9	Robust	+2 hit points per HD.
10	<i>Scaly Armour</i>	Natural AC of 5. Visibly mutated.

d8 Roll	Major Perk	Description
1	Brain Lock *	Target cannot move (but can still take mental-only actions).
2	False Sensory Input *	Target sees what isn't there. Requires concentration to maintain illusion.
3	<i>Gigantism</i>	Gain Aberrant Deformity flaw. Increase melee damage die by one 'step' (e.g., d8 → d10).
4	Mind Block	Automatically succeed on willpower saves vs. psionics and cause manifester to fail Lore check.
5	Optic Emissions	Shoot beams of energy from eyes that deal 2d6 damage on a successful ranged attack
6	Psionic Blast *	Target is knocked unconscious for 1 turn, or stunned for 1 round on willpower save.
7	<i>Steelskin</i>	Natural AC of 3, but MV -3". Visibly mutated.
8	Telekinesis *	Move object, attack creature, or hurl target. Ranged attack; target does not get will save.

Italics indicate a disfiguring mutation, while an asterisk (*) indicates a psionic power.

Psionic Powers

Several mutant perks are designated as **Psionic Powers** (indicated by an asterisk on the tables below). Most psi-powers allow a willpower save.

Each time a psionic power is used, the character must make a Lore check. On a failed roll, the power manifests normally but cannot be used again until the character rests for a full evening.

Medical Incompatibility

Mutants do not benefit easily from Ancient medical technology that was originally designed for pure-strain humans. Roll on the following table if attempting to use pre-Fall medicine on a mutant:

d6 Roll	Result	Effects
1-3	Normal	No incompatibility; standard effect.
4-5	Halved	Normal effect is halved.
6	No Effect	The treatment or medicine has no effect.

Note that this rule does *not* apply to near-humans, only mutants.

Mutant Flaws

d10 Roll	Minor Flaw	Description
1	<i>Aberrant Deformity</i>	Cannot use armour designed for normal human. Visibly mutated
2	<i>Bizarre Appearance</i>	Visibly mutated in a notable manner. A colourful description should be supplied.
3	Chronic Asthma	-2 to Athletics checks, must rest 1 round out of 6 (in combat) and 1 turn out of 6 (exploring).
4	Environmental Sensitivity	-4 on fortitude saves vs. disease, poison, and Creep.
5	Frequent Migraines	-2 to Lore checks and -2 to willpower saves vs. psionics.
6	Incompatible Biology	Fortitude save vs. poison when given medical treatments designed for normal humans.
7	Light Sensitivity	-1 to attack rolls in daylight or bright light.
8	Mobility Impaired	Movement is decreased by 3".
9	Nervous Spasms	-2 to ranged atks and -2 to Subterfuge checks.
10	Poor Hearing	-1 to initiative. Increased chance to be surprised (opponent can re-roll failed check).

d8 Roll	Medium Flaw	Description
1	Adrenaline Deficiency	-2 to initiative and -2 to reflex saves.
2	<i>Distinctive Odour</i>	Increased wandering monsters. -4 to surprise checks. Disfiguring mutation.
3	<i>Dwarfism</i>	No hvy weapons, must wield med weapons with 2 hands. Gain Aberrant Deformity flaw.
4	Night Blindness	Blindness in any poorly-lit environments (see <i>Subterranean Exploration</i> for details).
5	Open-Minded	Roll twice for willpower saves vs. psionics and take worse result.
6	Pain Insensitivity	Does not feel pain; hit points and damage tracked by the referee.
7	Poor Vision	-4 to ranged attacks. Increased chance to be surprised (opponent can re-roll failed check).
8	Thin-Skinned	Suffers +1 damage per die from physical attacks.

d6 Roll	Major Flaw	Description
1	Bleeder	Wounds bleed until attended to (1 hp/round). Binding wounds requires 1 full round.
2	Fear Response	-2 penalty on attacks, saves, and skill checks in combat. Must roll morale as NPC.
3	<i>Missing Arm</i>	No 2-handed weapons or weapon and shield. -2 to Athletics checks. Visibly mutated.
4	Slow Mutant	Gain Adrenaline Deficiency and Mobility Impaired flaws. Always acts last in round.
5	<i>Tumourization</i>	Gain Aberrant Deformity, Bizarre Appearance, and Mobility-Impaired flaws. Visibly mutated.
6	Unstable Genetics	Automatically fails fortitude saves vs. Creep. Must reroll all other mutations each new day.

Tempora Mutantur

Referee Supplement: *Children of the Metal Gods*

Far to the west lies an imposing range of mountains. Within a hidden alpine valley called **the Enclave** there exists a secretive community of pure-strain humans known as the **Children of the Metal Gods**. Feared by the nearby tribes, the Children appear to serve Ancient robots while being protected by murderous cyborgs, but the truth is much more complicated...

Robotic-Implanted Humans (aka ‘Rippers’)

In the early stages of the Fall, paranoid scientists scrambled to discover a way to sustain life through the oncoming cataclysm. Time was not on their side and the options were few. Their ultimate invention was flawed, but it was the best possible for the time remaining.

Their initial plans were to transfer human intelligence into a mobile computer system, thereby eliminating the need for sustenance. This was not to be, however, as the process was difficult and time was short. In its stead, the entire brain was transplanted into a mechanical suit constructed of a radiation- and electromagnetic-shielded alloy, designed to maintain human life well past the cataclysm.

It worked, but not without problems. Many Robotic-Implanted Humans (or **Rippers**, as they came to be called), went mad when faced with the reality of their new existence. Others malfunctioned, killing the implanted brain instantly. Those who survived the initial process flourished during the cataclysm, capable of surviving harsh environments where no humans could live, and requiring no food or water.

A Ripper's mechanical frame is self-sufficient, providing nourishment to the implanted brain. It is also tough, yet sensitive to stimuli, provided three of the five senses – touch, sight, and hearing (Rippers cannot taste or smell).

A ‘regular’ Ripper will have the following statistics:

Robotic-Implanted Human. AC 3/DR 3, MV 18", HD 6 (Rank 4), hp 48, laser (ranged Atk +4, 2d6) or paralysis beam (ranged Atk +4, fortitude save or paralysis) or by weapon. Organic brain (rank 4).

The rank of the organic brain will govern combat rolls, saving throws, and skill checks. Roll 2d4 to determine rank, or use an ‘average’ value of 4. An undamaged robotic body has 48 hp (equivalent to 6 HD). A Ripper's weapons will vary by individual; roll randomly on the ‘Weapons’ table from the *Relics* supplement.

The Enclave's technology has degenerated since the Fall and they no longer possess the ability to create new Robotic-Implanted Humans (although they can still repair any damage suffered). Those Rippers who remain have become the so-called **Metal Gods** of their community, and grow increasingly detached from their former humanity.

Of note: although appearing to be machines themselves, Rippers hate robots.

Enclave Territory (2-in-6 Chance of Encounter)

d12 Roll	Encounter	Description
1	Solo Operative	1 Radio-Operated Mutant.
2	ROM Pack (1d4)	1d4 Radio-Operated Mutants.
3	ROM Pack (2d4)	2d4 Radio-Operated Mutants.
4	Lone Ripper	1 Robotic-Implanted Human.
5	Search and Destroy Team	1 Robotic-Implanted Human, 1d6 Radio Operated-Mutants.
6	Mixed Group	1d2 Robotic-Implanted Humans, 1d6 Radio-Operated Mutants, and 1d4 Children.
7	‘Recruiter’ Team	1 Robotic-Implanted Human, 1d6 Radio Operated-Mutants, and 1d4 captured near-humans (restrained and unarmed).
8	Runner(s)	1d2 Children, seeking escape from the Enclave.
9-12	Roll Again	Roll on the appropriate terrain table in the <i>Wilderness Encounters</i> supplement.

Use the above table for encounters within Enclave territory. Rippers are considered ‘tough’, and are worth double XP.

Radio-Operated Mutants (aka ‘ROMs’)

While mutants are executed on sight and pure-strains indoctrinated into the Children of the Metal Gods, near-humans who are unlucky enough to be captured by the Enclave undergo cybernetic augmentation and are transformed into Radio-Operated Mutants (or **ROMs**).

This extremely invasive surgery leads to a loss of identity and freedom – the former near-human is now one of the Metal Gods’ weapons against the mutant humanoids who threaten the once-proud lifestyle of the Ancients.

Among other augmentations, ROMs are fitted with radio-control units that allow the Rippers (or trusted Children) to control their every movement from great distances. This typically involves traversing the wastes in packs (with or without a Ripper ‘controller’) in search of mutants to destroy.

A ROM's greatest asset is his cybernetic enhancements. Because only near-humans without obvious disfigurements are chosen for this process, ROMs generally possess only a handful of mutations.

A ‘generic’ ROM will have the following statistics:

Radio-Operated Mutant. AC 7, MV 12", HD 1d8, stun baton (melee Atk +1, 1d6 or melee Atk +1, fortitude save or stun) or crossbow (ranged Atk +1, 1d8). Integrated cybernetics (power source), adrenaline deficiency.

A ROM's power weapons are typically powered by its cybernetic power source, not standard e-clips. The ‘adrenaline deficiency’ defect reflects the ROM's loss of ego and self-identity. More specific (and interesting) ROMs may be generated by rolling on the table below.

Children of the Metal Gods

Although the Rippers still consider themselves ‘human’, it is the pure-strain **Children of the Metal Gods** that are the true representatives of humanity within the Enclave.

Over many generations, the Children have come to view Robot-Implanted Humans as ‘Metal Gods’, and the Rippers increasingly share this opinion. Although the Children of the Metal Gods are generally treated well and possess good living conditions, their lives are completely controlled by their Ripper masters.

Most Children possess the following statistics:

Children of the Metal Gods. AC 9/DR 1, MV 12", HD 1d6+2, unarmed strike (melee Atk +1, 1). Fabristeel jumpsuit.

Exceptional Children possess class ranks (use the same character creation rules as Scavengers from Lau) and – if loyal – are provided with superior equipment. Some Children – known as ‘Runners’ – may attempt to gain freedom from tyrannical Ripper rule by escaping from the Enclave.

Enclave Encounters

A separate encounter table for Enclave Territory is also provided below. Note that humanoid encounters (other than ROMs and Children) are rare within Enclave territory, due to the Ripper and ROM patrols.

Random Radio-Operated Mutants

d6 Roll	Description
1	AC 5, MV 9", HD 1d8, hatchets (melee Atk +1, 1d6 or ranged Atk +1, 1d4) or crossbow (ranged Atk +1, 1d8). Integrated cybernetics (motion detector), adrenaline deficiency, thin-skinned.
2	AC 7, MV 12", HD 1d10, crowbar (melee Atk +1, 1d8) or crossbow (ranged Atk +1, 1d8). Integrated cybernetics, adrenaline deficiency, light sensitivity.
3	AC 5, MV 9", HD 2d8, energy pike (melee Atk +2, fortitude save or stun) or borg claws (melee Atk +2, 1d6). Integrated cybernetics (power source, borg claws), adrenaline deficiency, nervous spasms.
4	AC 5, MV 9", HD 2d8, chainswords (melee Atk +0/+0, 2d6/2d6 or melee Atk +2, 2d6). Integrated cybernetics (power source, chainswords), adrenaline deficiency, dual brain.
5	AC 7, MV 12", HD 2d8, e-fist (melee Atk +2, fortitude save or stun) or hybrid battle axe (melee Atk +2, 1d10). Integrated cybernetics (power source), adrenaline deficiency, fast healing, danger sense.
6	AC 5/DR 1 (hybrid medium armour), MV 9", HD 3d6, paralysis beam (ranged Atk +3, fortitude save or paralysis) or crossbow (ranged Atk +3, 1d8) or knives (melee Atk +3, 1d6 or ranged Atk +3, 1d4). Integrated cybernetics (nightvision goggles), adrenaline deficiency, bleeder.

Tempora Mutantur written by K-Slacker, inspired by Simon J. Bull's SotU Refired v3, based on the original ‘Searchers of the Unknown’ by Nicolas Dessaux.

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Tempora Mutantur

Referee Supplement: Sleepers, Clones, & Replicants

Slowly, carefully, the group moved forward. Ahead, lights glowed dimly beneath a thick layer of dust, and strange shapes, each meters off the floor, and two and a half meters long, were lined up along the walls. Tychon the mutant scout carefully brushed back the dust, and said with disappointment, "It's a body, a dead person preserved inside." Visa the thinker moved up and examined the Ancient script on the control panel. "No, not a dead body," she said. "It's a Sleeper!!"

Sleepers

Using cryogenics to survive past the fall of civilization is a common theme in the post-apocalyptic genre. Advanced hibernation techniques allowed some individuals to 'sleep' through the many years since the Fall.

Such characters could have vast knowledge of Ancient ways, technology, and the locations of ruins to loot. They will, however, be ignorant of many aspects of the post-Fall world. Also, as an in-game conceit for *Tempora Mutantur*, cryo-sleep has damaged many of their pre-Fall memories.

Sleepers may be worshipped by their descendants, or killed for the 'crime' of ruining the world, or perish simply because they are not strong enough to survive in the mutant future.

Clones

A **clone** is a genetic copy of a person. A small blood or tissue sample is required to create a clone of a given individual. The resulting duplicate normally has a slightly different appearance, since many feature develop after conception. A clone is otherwise identical to a pure-strain human.

In *Tempora Mutantur*, most clones are fast-grown in clone banks, reaching physical maturity after only one year growing in a vat. Such clones are mental vegetables unless implanted with a neural imprint (see below).

Uncontaminated pure-strain humans can be reliably cloned as long as the clone bank is well-maintained. Near-human clones will have an x -in-6 chance of being non-viable, where x is equal to the level of Creep contamination. Clones will have no Creep contamination, and clones of near-humans will not possess any mutations. Mutants cannot be cloned.

Brainscans, Brainpeels, & Neural Imprints

Various techniques were developed by the Ancients to record and replicate the human mind. Brainscans and brainpeels were used to create neural imprints that could be implanted into newly-created clones or replicants.

Brainscanning uses online diagnostic techniques to create an accurate mental model of the way a person thinks. Brainscanning takes a full day, and the subject must be conscious (though in a dreamlike state during the process) and cooperative. The subject is unharmed by the brainscan, but the resulting persona map is incomplete. A neural imprint obtained from a brainscan will possess only 50% of the original character's XP, and the recipient will not have complete recall of the original character's memories.

Brainpeeling is a destructive process that involves nanodissection of the subject's brain. For best results, a brainpeel should be conducted on a living subject; this provides a nearly 100% accurate neural imprint (no XP penalty). Given the fatal nature of the procedure, however, few are willing to consent to a live brainpeel. It is possible to perform a brainpeel on a dead person (or, more specifically, their *head*). For every turn (or portion thereof) after death, a 10% XP penalty is applied to the brainpeel. There exist Ancient devices that facilitate the cryogenic storage a recently deceased's head (known as 'brain buckets') to enable a near-complete brainpeel.

The brainscan and brainpeel processes are designed for untainted pure-strain human brains. For near-humans and mutants, there is an x -in-6 chance of failure, where x is equal to the level of Creep contamination. Although brainscans can be attempted multiple times, there is only one chance for a brainpeel. If the attempt fails, the brain is ruined.

A **neural imprint** (either from brainscanning or brainpeeling) must be implanted into a 'blank' mind – namely, a newly-created clone or replicant – before it becomes active. Since it is a digital copy of the original subject, multiple copies can be implanted (as long as the bodies are available). An XP penalty is applied if the neural imprint is implanted into a different body than the original. This penalty is at the discretion of the referee, but should range from -10% minimum for a target body very similar to the original to -25% if it is very different.

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This supplement consists of stolen ideas. Sleepers are adapted from Darwin's World, Brainscans/peels from GURPS Transhuman Space, and replicants from Blade Runner.

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Replicants

A **replicant** is an artificial biological organism. Similar to clones, they are grown in a vat from synthetically created flesh. Unlike clones, they are created as fully-grown adults after mere days in the vat. Replicants are designed to mimic humans in all ways, and are completely indistinguishable from humans unless a full medical scan is performed.

Replicants are rarely encountered in the wastes, primarily because they have a lifespan of only five years. A functioning replicant factory (or a replicant-equipped clone bank) must exist to produce them. Some replicants may be located in ruins, in cryo-sleep much like Ancient humans can be. Because of replicants' biological nature, they are handled in game terms just as a normal human, except for lifespan and response to the Creep.

With the proper facilities, a replicant can be fast-grown in one week following the same general guidelines as clones. The five year lifespan was originally an unintended bug of the rapid cloning process, but was eventually considered a feature by their creators, who feared a replicant uprising. In addition, Replicants are also unable to procreate naturally.

Replicants are susceptible to the Creep, but they do not mutate in the same way as most other humanoids. If a replicant becomes contaminated by Creep, the effects will take the form of a progressive wasting disease:

Contamination Level		Effect – Creep Sickness
1	Mild	No detrimental effects.
2	Low	The character feels fatigued. -2 hit points.
3	Moderate	Becomes prone to infection and haemorrhaging. -2 to fortitude saves vs. disease, poison, and Creep.
4	High	Lesions and sores develop. Increase fortitude save penalty to -4 vs. disease, poison, and Creep.
5	Severe	The character recovers only 1 hp per day unless medical treatment is applied.
6	Lethal	Terminal infection sets in. The character dies at the end of 1d4 agonizing days.

Creep sickness can also be applied to non-replicants. In a particularly grim campaign, it could even be used for all characters (replacing mutations).

Campaign Ideas

There are several ways in which the above rules can be incorporated into a campaign. Here are some suggestions:

Sleepers as Foes: This is the simplest method of using sleepers. A hidden base might have scientists, doctors, a variety of non-combatants, and some soldiers to protect them. Such opponents can be built with as per player characters, and possess whatever equipment the referee feels is appropriate.

Sleepers as Plot Device: The characters discover a 'sleeping princess' preserved in a hidden ruin. If the PCs do not choose to do so on their own, the vault elders order her return to their home base. Once awakened, will she seek her own descendants to see how they fared? Will she try to find some vestigial government to which she can transfer her loyalty? Or will she use her pre-Fall knowledge to build her own powerbase?

Clone Bank: In a standard *Tempora Mutantur* campaign, where the PCs are vault-dwelling descendants of survivors of the Fall, the discovery of an operational clone bank (or replicant factory) will be a major campaign milestone. Although vastly outnumbered by mutants, cloning can enable pure-strain humans a fighting chance at survival to future generations.

Sleepers as PCs: It's 200 years after the Fall, and the characters are cryogenically-preserved Ancients, recently de-thawed. A bit of freezer burn from the extended hibernation has damaged the character's brains to the point where specific memories from before the Fall are foggy at best (hence no pre-existing knowledge of surrounding lands).

Bait-'n-Switch: As with the 'Sleepers' campaign, but the PCs eventually discover that they are clones or replicants that have been implanted with rudimentary memories prior to awakening. For added angst, have them be the only remnants of humanity in existence.

Visa excitedly began clearing away the dust off each of the modules. Her excitement was quickly replaced with a growing horror as she realized that each of the figures within was identical in appearance.

"I don't understand..." she said. "Why are they all alike?"

Suddenly, a klaxon blared and a disembodied voice began speaking in unaccented Ancient: "Warning! Intruders have been detected in the Retreat! Emergency awakening sequence commencing..."

Tempora Mutantur

Referee Supplement: *Relics*

Characters can uncover Ancient relics in ruined buildings, abandoned vaults, and the lairs of mutant creatures. Rules for scavenging in cities is provided in the *Wilderness Exploration* supplement. On a successful scavenging check, roll on the following table:

d20 Roll	Result	d20 Roll	Result
1-5	Mechanical Parts	17	Medicine
6-10	Electronic Parts	18	Weapon
11-14	Consumables	19	Armour
15-16	Gizmo	20	Roll Twice

Since there is no common currency in the post-apocalyptic wastes, all items are given a base value in ‘**Trade Units**’ (abbreviated **TU**). A TU represents, roughly, one day’s survival: a single day’s worth of food and water is 1 TU.

Trinkets / Junk Items

In addition to the relics listed below, the referee is encouraged to add minor trinkets and junk items (worth no more than 1 TU) to any hoard.

Mechanical Parts / Electronic Parts

Mechanical parts consist of miscellaneous materials needed to build and repair mechanical devices. Similarly, electronic parts are required to fix electrical devices. Spare parts (of either type) are worth 1 TU each.

The number of spare parts discovered depends on ruin size. Roll 1d6 parts in towns and small cities, 1d8 in large cities, and 1d10 in metropoli.

Consumables

d6 Roll	TU	Consumable
1	1 ea	Edible food (4-in-6 chance of finding 1d4).
2	1 ea	Potable drinks (4-in-6 chance of finding 1d4).
3	5 ea	Power cell (3-in-6 chance of finding 1d4 power cells).
4	15 ea	Fuel (for vehicles; 2-in-6 chance of finding 1d4).
5	20 ea	Ammo (for firearms; 1-in-6 chance of finding 1d4).
6	25 ea	E-clip (for energy weapons; 1-in-6 chance of finding 1d4).

Gizmos

d20 Roll	TU	Gizmo
1	5	Astronaut pen (can write even underwater or upside down).
2	5	Magnesium firestarter cube (usable in the wettest conditions).
3	10	Citizenship card (can be used as proof of identity or to gain access to some non-restricted areas).
4	15	Flashlight (small, easy-to-carry light source). *
5	50 ea	Communicator (works with any other communicator, 3-in-6 chance of finding pair). *
6	100	Gas mask (succeed on all saves against airborne toxins).
7	120	Geiger counter (detects presence and intensity of Creep). *
8	125	Portable hologram projector (comes with 1d4-1 holovids). *
9	125	UV sterilizer (eliminates germs, useful for tainted food).*
10	140	Portable motion detector (reduced chance to be surprised; force opponent to re-roll). *
11	200	Power cell charger (1 turn to recharge a drained power cell).
12	240	Language translator (translates any language into Ancient). *
13	250	Technician’s access card (can be used to gain access to some restricted areas).
14	260	Nightvision goggles (provides infravision and ultravision). *
15	300	Personal Information Processor (PIPBoy 2000; owner gains +10% bonus to all earned XP). *
16	450	Jetpack (allows limited flight at character’s movement rate; requires Athletics check to avoid crashing). *
17	500	E-clip charger (1 day to recharge a drained e-clip).
18	600	Military ID card (can be used as proof of security clearance or can gain access to many restricted areas).
19	750	X-ray goggles (can see through walls and other obstructions; blocked by thick metal, or a thin layer of lead or gold). *
20	1,000	Brainscanner (see <i>Sleepers, Clones, & Replicants</i>). *

* Requires power cell, e-clip, or fuel. 3-in-6 chance of including power source.

Some of the tables below indicate a different die type be rolled depending on ruin size. The ruins of large cities and metropoli will tend to provide better relics than towns and small cities. Note, however, that larger ruins also tend to be more hazardous and inhabited by highly dangerous creatures.

Broken Relics: All relics other than spare parts and trinkets have a 3-in-6 chance of being in good shape. Broken relics are worth only one-half the regular amount. Broken power cells and e-clips are considered to be drained; while broken medshots are the ampule only (no ready-syringe).

Thinkers (only) may attempt to repair broken relics. A successful Lore check is required, as are spare parts (mechanical or electrical, as appropriate) equal to 1/10 the regular TU value. On a failed check, ½ of these parts are wasted. If successful, award XP equal to the 1/10 the regular TU value.

Most relics include a short description of how they work in the tables below. Hybrid weapons and armour represent post-Fall items constructed using Ancient materials. Hybrid weapons increase the regular damage die by one ‘step’ (e.g., 1d8 → 1d10). Relic and hybrid armour often provides **Damage Reduction** (DR), reducing damage from each attack by the listed amount.

Medicine (Roll 1d8 in Small City / 1d10 in Large City / 1d12 in Metro)

Roll	TU	Medicine
1	2 ea	Sustenance pills (1 day’s nutrition, 1d10 in number).
2	5 ea	Empty ready-syringes (1d4 in number).
3	10 ea	First-aid kit (heals 1d4 hp, good for 1d10 uses).
4	50	KO shot (unconscious on failed fortitude save). *
5	50	Stimshot A (heals 1d8+1 hp). *
6	75	Antitox shot (ignore one failed save vs. poison). *
7	75	Filterdose shot (ignore one failed save vs. disease). *
8	75	Rad-purge shot (ignore one failed save vs. Creep). *
9	75	Hercurin (increase combat ability by 4 ranks). *
10	150	Stimshot B (heals 3d8+3 hp). *
11	1,250	Clone Vat (see <i>Sleepers, Clones, & Replicants</i>).
12	2,000	Regen Tank (heals all damage, disease, and Creep).

* Requires ready syringe. ‘Broken’ result means ampule only.

Weapons (Roll 1d8 in Small City / 1d10 in Large City / 1d12 in Metro)

Roll	TU	Weapon *
1	40	Hybrid melee weapon (equal chance for light, medium, or heavy weapon; increase regular damage die by one step).
2	60	Hybrid ranged weapon (equal chance for light, medium, or heavy weapon; increase regular damage die by one step).
3	60	Handgun (1t ranged, 1d8 damage, ammo req’d).
4	70	Pipe rifle (med ranged, –2 Atk, 1d10 damage, ammo req’d).
5	100	Fragmentation grenade (3d6 area effect with reflex save for ½, 2-in-6 chance of finding 1d4).
6	150	Vibro-blade (1t melee, 2d4 damage, power cell req’d).
7	200	Chainsaw (med melee, 2d6 damage, fuel req’d, slow, loud).
8	325	Laser pistol (1t ranged, +1 Atk, 2d4 damage, e-clip req’d).
9	500	Stun baton (med melee, 1d4 damage plus target must make fortitude or be stunned for 1d4 rounds, e-clip req’d).
10	650	Laser rifle (med ranged, +1 Atk, 2d6 damage, e-clip req’d).
11	1,000	Sonic rifle (hvy ranged, 2d6 area effect with fortitude save for ½, e-clip req’d, slow).
12	1,500	Warp field sword (hvy melee, ignores AC, 1d10 damage, e-clip req’d, slow).

* Weapons have a 3-in-6 chance of including a power cell, e-clip, or ammo.

Armour (Roll 1d8 in Small City / 1d10 in Large City / 1d12 in Metro)

Roll	TU	Armour
1	50	Fabristeel jumpsuit (worn as clothing, DR 1).
2	60	Medium Hybrid armour (AC 5/DR 1, MV 9”).
3	75	Fabristeel flak jacket (1t armour, AC 7/DR 1, MV 12”).
4	80	Plastex Riot shield (–2 AC/DR 1).
5	120	Heavy hybrid armour (AC 3/DR 2, MV 6”).
6	150	Rad Suit (+10 on all fortitude saves vs. Creep, fragile).
7	350	Riot armour (med armour, AC 5/DR 2, MV 9”).
8	450	Force screen belt (DR 2, e-clip req’d).
9	500	Heavy rad armour (rad suit & armour, AC 3/DR 2, MV 6”).
10	600	Plastex plate (med armour, AC 3/DR 2, MV 9”).
11	800	Infantry armour (AC 5/DR 1, MV 12”, integrated rad suit, gas mask, communicator, and nightvision goggles).
12	2,500	Unsoldier power armour (AC 1/DR 3, MV 9”, +5 to Athletics checks, as infantry armour plus e-clip charger).

Tempora Mutantur

Rules Supplement: Subterranean Exploration

Many adventures will take place in subterranean ruins. These may be vast sunken cities, lost underground vaults, fallout shelters, and other structures. What they have in common, however, is that they are filled with dangerous mutants, Ancient technology, and unknown perils.

Map Scale and Movement

Underground maps are typically drawn using graph paper with ¼" square grids, with a scale of 10 feet per square (though some may use a 5-ft. scale).

When exploring in ruins, characters take actions in time increments called **turns**. One turn is equivalent in game time to about 10 minutes. Character actions that can take one turn include looking for hidden relics or hazards in a single room or area, or moving the full movement rate (given in inches assuming a 10-ft scale). This movement rate accounts for the fact that they are exploring, watching for footing, mapping, and taking care to avoid obstacles. Characters running at full speed (fleeing from combat, for example) may move their full MV each round, but cannot check for hazards and are automatically surprised if an encounter occurs. They must also rest after 1 turn or be fatigued as described under *Rest*, below.

In all matters of time and movement, the referee is the final authority on what may be accomplished in a given period of time.

Marching Order: A group marching order should be established by the party. A standard marching order would be tougher characters in the front, and those with ranged attacks might be towards the back.

Mapping: One character should be designated as the mapper. The mapper will draw the ruins as the characters explore them, so that the group does not get lost, and also keep a record of which areas have been explored.

Light and Darkness

Subterranean ruins typically do not contain ambient light. For this reason, characters will want to bring their own light sources. It is assumed that a well-equipped expedition will be carrying torches, lanterns, flashlights, or the like. However, characters or creatures carrying a light source in an otherwise dark area will be unable to surprise opponents because the light gives them away ahead of time.

Blindness: A character who cannot see automatically fails all vision-based tasks and suffers a -4 penalty on all combat rolls, saving throws, and skill checks. Attackers gain a +4 bonus to hit a blinded target.

Rest

Exploring subterranean ruins is strenuous work, and all characters must rest. A party can explore, fight, or otherwise remain active for 5 turns before needing to rest for 1 turn. If the group presses on without resting, each character must succeed a fortitude save vs. fatigue. **Fatigue** inflicts a -1 penalty on all combat rolls, saving throws, and skill checks until the PC rests for 1 turn. Such effects are cumulative on multiple failed checks.

Recovery: As given in the *Core Rules*, PCs who remain above 0 hp recover 1 hp per full turn spent resting, but those who have been incapacitated recover only 1 hp per *day* until fully healed.

Subterranean Encounters

Many mutant creatures live within underground structures. They also wander, hunt, and explore. Therefore, when characters are delving ruins the referee will make checks for wandering monsters. The probability and frequency of such checks vary from ruin to ruin, as do the creatures encountered. A typical ruin might call a 1-in-6 chance of an encounter, made every 3 turns. By convention, more dangerous creatures will be encountered the deeper one travels.

Combat Sequence

In encounters and during combat, time is measured in **rounds**, which are 10 seconds each. There are 6 rounds to a minute and 60 rounds to a turn. If the characters stumble onto a monster in the ruins, either because the referee has planned an encounter in the area or because a random die roll indicates an encounter, then the time scale shifts to rounds. (Note that this same combat sequence also applies to Wilderness Encounters.)

Combat Movement: Combat in *Tempora Mutantur* is typically conducted using an 'abstract' range system. There are two primary range categories in combat – 'melee' and 'ranged' – plus 'out-of-range'.

Some referees may prefer the use of battlemat and miniatures during encounters. Miniature rules are not covered in *Tempora Mutantur*, but can be adapted from a number of similar rulesets if desired.

When an encounter begins, the referee will determine whether one or both sides are surprised, as described in the *Core Rules*. If both sides are surprised, the encounter begins in 'melee' range. If neither side is surprised, the encounter begins at 'ranged'. If one group surprises the other, the side that is not surprised can choose their engagement range – and can also attempt to remain undetected to avoid the encounter altogether.

If the encounter is with humanoid creatures – and the PCs are not obviously hostile – the referee may next decide to make a reaction check, as described in the *Humanoid Encounters* supplement. Otherwise, the referee should check for NPC morale as described in the *Core Rules*.

If hostilities ensue, any combatant who is not surprised must declare their actions for the combat round. The referee must also declare NPC actions.

When declaring actions, note that a combatant may choose to *either* move *or* attack during a round (not both). For example, a mutant barbarian armed with a club must spend a full round to close from 'ranged' to 'melee' before attacking the PCs. Characters who move 'out-of-range' are assumed to be fleeing; refer to *Evasion & Pursuit*, below, for details.

Next, each active combatant rolls initiative and actions are conducted in initiative order, from highest to lowest. If initiative is a tie, each character in a tie acts at the same time.

When all sides of a conflict have acted and if the combat will continue into the next round, check for morale and then return to the 'action declaration' step. Note that although in most cases initiative is rerolled each round, some referees may decide to speed combat resolution by keeping the same initiative order as determined in the first round of combat.

Defensive Movement: Any time a character turns his back on a foe to flee from melee, that opponent is allowed a 'parting shot', even if the combatant has made all attacks for the round. Also see the 'Guarding' rule, below.

Evasion & Pursuit

Sometimes a party will want to flee from (or pursue) another group. Refer to the following table to determine if escape occurs:

Fleeing Group	Base Chance	Pursuer Group Size		
		≤ 25%	26-75%	76%+
Up to 4	3-in-6	-	+1-in-6	+2-in-6
5 to 8	2-in-6	-	+1-in-6	+2-in-6
9 to 12	1-in-6	-	-	+1-in-6
13+	0-in-6	-	-	+1-in-6

Increase the chances by 1 (max 5-in-6) if the fleeing party has a higher movement rate, and decrease by 1 (min 0-in-6) if the pursuing party is faster.

Additional Rules

In addition to the rules listed here, the referee is directed to the *Core Rules* for general combat procedures and the *Wilderness Exploration* supplement. The *Humanoid Encounters* supplement provides guidelines for NPC & Monster Reactions.

Hazard Detection: Characters succeed in spotting a hazards (such as unstable ruins, Creep contamination, or a hidden trap) on a successful Subterfuge check. Only *one* check is allowed for the party (but see the 'Scouting' rule, below).

Creep Zones: Some areas are heavily contaminated with radiation, biological agents, or other toxic substances. Characters travelling through a Creep zone must make a fortitude save vs. contamination. Creep zones may be detected as a hazard (see *Hazard Detection*, above).

'Scouting' Rule: If a scout has a movement rate higher than the rest of the party, he may 'scout ahead' when exploring subterranean ruins. This allows the scout to roll his own Subterfuge checks to detect hazards. If successful, the party may bypass the hazard entirely (earning ½ XP for the scout). However, if the check fails, the scout must face the hazard alone.

'Guarding' Rule: When the party is not moving, an enforcer may forfeit all other actions to 'guard' instead. This forces approaching opponents to roll two Subterfuge checks for surprise and take the worse result. It is especially useful when resting or making camp within ruins.

Similarly, an enforcer can forfeit his attacks in a given round to 'guard' an ally who is escaping from melee. To execute this maneuver, the enforcer must be able to engage the foes who would be allowed a parting shot.

Tempora Mutantur

Rules Supplement: Wilderness Exploration

Travel in the wilderness can actually be more dangerous for a party than delving subterranean ruins. Mutant beasts abound, and unwary travellers may become lost or suffer Creep contamination from rad storms. The following sections explain the rules procedures for wilderness exploration.

Map Scale and Movement

Wilderness maps are typically drawn using a hex grid, instead of the graph paper used for exploring underground ruins. By convention, each 1" hex is typically 3 miles from side to side (though some may use a 6-mile scale).

A character can travel *a number of miles equal to twice his movement rate*. A PC with a movement rate of 9", for example, could travel 18 miles in a day. A party may only move as fast as its slowest member.

Terrain affects the rate of travel. The table below gives the change in movement for different types of terrain:

City / Urban	2/3 MV	Desert / Wastes	2/3 MV
Plains / Grasslands	Normal	Swamp / Aquatic	1/2 MV
Hills / Mountains	1/2 MV	Forest / Jungle	2/3 MV

Mountains block travel unless the party has appropriate climbing equipment and skill. Aquatic travel is only possible for characters who are amphibious (via mutation, for example) or aboard a waterborne vessel.

Trails & Roads: Trails allow the party to ignore movement penalties for underlying terrain, while roads (in good condition) ignore underlying terrain and increase a party's movement rate by 3/2 the normal.

Forced March: If necessary, you may increase the distance covered in a day by using a 'forced march'. A party on a forced march travels 3/2 their regular movement for one day, but then each character must save vs. fortitude or be fatigued until they spend an entire day resting.

Becoming Lost

When travelling in the wilderness, a party can become lost. A party following a road, trail, or river, or led by a reliable guide, will not become lost. Otherwise, the referee should check each day for becoming lost with the chance (by terrain type) as given in the table below:

City / Urban	2-in-6	Desert / Wastes	3-in-6
Plains / Grasslands	1-in-6	Swamp / Aquatic	2-in 6
Hills / Mountains	2-in-6	Forest / Jungle	2-in 6

If lost, the referee will determine the actual direction the party moves. The referee must keep track of the party's true location, as well as the position that they believe they are. If the players do not realize that they are lost, a successful Lore check will alert them after a day of travel.

Wilderness Encounters

Encounters with dangerous mutants are a constant threat in the wilderness. The referee should check for random encounters once during the day and once during the night (but see 'Making Camp', at right). The chances for an encounter and the types of creatures met vary by terrain.

Referees are directed to *Wilderness Encounters* supplement for full details.

Unusual Weather

In addition to the possibility of becoming lost and encounters with creatures, there is also a risk of extreme weather. There is generally a 1-in-6 chance (rolled at dawn) of unusual weather event occurring on any given day:

d6 Roll	Result	Effects
1-3	Dust Storm	Movement is halved, and a successful Lore check is required to avoid becoming lost.
4-5	Sand Storm	As dust storm, plus all unprotected creatures take 1d6 damage (save vs. fortitude to resist).
6	Rad Storm	As sand storm, plus mutagenic hazard (fortitude save vs. Creep or develop mutation).

Unusual weather can occur at any time during the day or night. A successful Lore check will alert the party that a storm is imminent (the referee will make *one* Lore check for the party). Finding shelter will allow a party to avoid the effects of unusual weather.

The actual description of the weather event may vary by terrain type (in a swamp, for example, substitute 'stinking fog' for 'dust storm' and 'acid rain' for 'sand storm'), but the effects should remain the same.

Making Camp

Encounters at night while encamped can be very dangerous. A party may avoid night time encounters by selecting a good site to rest for the evening.

The referee will select *one* skill for the group to check: Athletics ("No creature could climb up here!"), Subterfuge ("This site is hidden from any predators!"), or Lore ("Barricade the door, and we'll be safe here!"). On a successful roll, the party makes camp at a good site and the referee will not have to make an encounter check for the evening. On a failed roll, the party will face regular odds for a wandering monster.

When making camp, it is advisable that the party leave one or more characters 'on watch' (note the 'Guarding' rule, below). Only characters on watch will be alert and fully armoured; others will be sleeping in normal clothes (or light armour at best). However, characters who don't rest at least half the night must succeed a fortitude save to adventure the next day.

Scavenging in Cities

While in a city hex, the party may scour the debris for Ancient artifacts. This is resolved in 'scavenging turns'. A party gets a number of scavenging turns each day equal to its *overall movement rate divided by three* (use the lowest MV in the party, but see the 'Guarding' rule, below). A group moving at 12", for example, would receive 4 scavenging turns.

Each scavenging turn, every party member actively searching for artifacts may make a Subterfuge check. On a successful roll, the referee will determine the results as detailed in the *Relics* referee supplement.

Scavenging in urban areas can be very dangerous, and each check can trigger a mishap (1-in-6 chance). In the event of a mishap, roll on this table:

d6 Roll	Result	Effects
1-3	Damage!	Slip on decayed floor, get hit by falling debris, etc.; reflex save or take 1d6 damage.
4-5	Lost!	Character becomes lost or otherwise separated from the rest of party; miss next scavenging turn.
6	Creep!	Exposure to mutagenic hazard of some sort; fortitude save vs. Creep.

These guidelines are for above-ground urban areas. The 'Subterranean Exploration' supplement contains rules for underground ruins.

Additional Rules

In addition to the rules listed below, the referee is directed to the *Subterranean Encounters* supplement for procedures on Combat Sequence and Evasion & Pursuit. The *Humanoid Encounters* supplement provides guidelines for Humanoids & Relics and NPC & Monster Reactions.

Recovery (Addendum): The *Core Rules* state that PCs who remain above 0 hp recover *all* lost hp by resting for a full movement phase. This assumes 6-mile hexes. If 3-mile hexes are used, PCs recover up to ½ their maximum hp value per movement phase spent resting.

Creep Zones: Some areas are heavily contaminated with radiation, biological agents, or other toxic substances. Characters travelling through a Creep zone must make a fortitude save vs. contamination. The referee will make *one* Lore check for the party to notice signs of contamination before venturing too deeply into a Creep zone.

'Scouting' Rule: If a scout has a movement rate higher than the rest of the party, he may 'scout ahead' when travelling in the wilderness. This allows the scout to reroll a failed Subterfuge check for surprise at the start of an encounter. If the creatures are unaware of the scout, the party may bypass the encounter entirely (earning ½ XP for the scout). However, if the scout himself is taken by surprise, he must face the encounter alone.

'Guarding' Rule: When the party is not moving, an enforcer may forfeit all other actions to 'guard' instead. This forces approaching opponents to roll two Subterfuge checks for surprise and take the worse result. It is especially useful when making camp, or when a heavily-armoured enforcer would otherwise reduce a party's number of scavenging turns when searching ruins.

Foraging: Characters are assumed to be carrying sufficient provisions to last any given expedition. However, in the event that PCs run out of food or water, they will need to forage to survive. Foraging reduces movement to 2/3 normal. You cannot forage while on a forced march, or when travelling in Desert / Wastes or Swamp / Aquatic terrain.

When foraging, the party has a 2-in-6 chance of finding sustenance for the day, but any food or water has a 1-in-6 chance of Creep contamination (a successful Lore check will detect this).

Tempora Mutantur

Referee Supplement: Wilderness Encounters

The following tables present random encounters for various wilderness environments. The referee should check for random encounters once during the day and once during the night. If the check indicates an encounter, roll again to see if an additional encounter occurs later. The exact timing and circumstances of an encounter are up to the referee.

Refer to each terrain type, below, for chance of encounter. For example, if travelling through the wastes, there is a 1-in-6 chance of an encounter. In some cases, you will be directed to the *Humanoid Encounters* tables from the referee supplement of that name.

These tables should only be considered as examples, and are not exhaustive. To prevent players from becoming too familiar with these creatures, the referee may roll an additional random mutation for each group encountered.

Special Attacks

Disease: After taking damage from a diseased creature, the character must make a save vs. fortitude. If it fails, the PC will develop symptoms by the

City / Urban (2-in-6 Chance of Encounter)

d6 Roll	Encounter	Description
1	Roll Again	Roll on the table corresponding to common terrain type surrounding the ruins.
2	Rat, Cerebral (3d4)	AC 7, MV 9", HD 1d4, brain bite (psionic Atk, 1d4 damage, willpower save negates).
3	Roach, Giant (1d8)	AC 6, MV 15", HD 2d6, bite (melee Atk +2, 1d6), +10 vs. disease, poison, and Creep.
4	Gecko, Giant (1d6)	AC 5, MV 12", HD 3d8, bite (melee Atk +3, 1d10). Gigantism, wall walker.
5	Tentacle Worm (1d3)	AC 7, MV 12", HD 3d8, 6 stingers (melee Atk +3 each, fortitude save or paralysis).
6	Humanoid Encounter	Roll on the 'City / Urban' table in the <i>Humanoid Encounters</i> supplement.

Plains / Grassland (1-in-6 Chance of Encounter)

d6 Roll	Encounter	Description
1	Gamma Grass (1d4)	AC 9, MV 0", HD 1d6, gamma blast (ranged Atk +1, 1d4 + Creep).
2	Kernel Plant (1d12)	AC 9, MV 3", HD 1d8, explosive kernel (ranged Atk +1, 1d4 + 1 to adjacent targets).
3	Coydog (2d4)	AC 7, MV 15", HD 2d6, bite (melee Atk +2, 1d6). Possibly diseased (1-in-6).
4	Vulchling (1d6)	AC 7, MV 3"/18", HD 2d6, bite (melee Atk +2, 1d6) or 2 talons (melee Atk +2/+2, 1d4/1d4).
5	Quill Cat (1d4)	AC 7, MV 15", HD 3d8, 2 claws (melee Atk +3/+3, 1d4/1d4) or barbs (melee Atk +3, 1 + 3d6 poison, fortitude save for ½).
6	Humanoid Encounter	Roll on the 'Plains / Grassland' table in the <i>Humanoid Encounters</i> supplement.

Hills / Mountains (2-in-6 Chance of Encounter)

d6 Roll	Encounter	Description
1	Bat, Psionic (3d4)	AC 6, MV 3"/18", HD 1d6, bite (melee Atk +1, 1d4) or psionic blast. Blindsight, psionic blast.
2	Ant, Giant (1d8)	AC 3, MV 18", HD 2d8, bite (melee Atk +2, 1d8). Gigantism.
3	Night Goat (1d4)	AC 7, MV 12", HD 3d8, butt (melee Atk +3, 1d6) or brain lock. Additional eyes, brain lock.
4	Bear, 2-Headed (1d2)	AC 5, MV 12", HD 7d8, 2 bites (melee Atk +7/+7, 1d10/1d10) and 2 claws (melee Atk +7/+7, 1d8/1d8). Gigantism, bicephalous.
5	Gamma Wyrm (1)	AC 3, MV 9", HD 9d8, bite (melee Atk +9, 1d12) and 2 claws (melee Atk +9/+9, 1d8) or breath (3d6 + Creep). Probable relics (in lair).
6	Humanoid Encounter	Roll on the 'Hills / Mountains' table in the <i>Humanoid Encounters</i> supplement.

Typical XP awarded = 100 per HD. *Italics* indicate a tougher-than-normal creature, worth double XP.

next morning. Diseases usually mimic the effects of detrimental mutations (referee's choice, though not any that are disfiguring). The character may attempt a new save vs. fortitude each day to overcome the effects.

Paralysis: This effect 'freezes' a character on a failed save vs. fortitude. The PC is *not* dead and remains awake, but can take no actions until the paralysis wears off 2d4 turns later. No matter how many paralysis attacks from a given creature hit in a round, a victim only needs to make one save.

Stun: A stunned character are incapable of movement or other actions, but is not helpless. Opponents gain a +2 bonus to hit a stunned target.

Mutational Evolution

Evolution in *Tempora Mutantur* is occurring at an accelerated rate. Once the PCs encounters a particular group of creatures, the referee is recommended to modify the encounter entry – adding a new mutation using the tables from the *Mutations* supplement. The referee will need to decide whether to add the newly-rolled mutation or replace an existing perk or flaw.

The next time the same encounter occurs, the creatures will not be identical to those which were previously met. This improves game play by keeping players on their toes – they will never know exactly what a given encounter might hold.

Desert / Wastes (1-in-6 Chance of Encounter)

d6 Roll	Encounter	Description
1	Screech Bush (1d6)	AC 9, MV 0", HD 2d6, screech (psionic Atk, 1d6 damage, willpower save for ½).
2	Beetle, Giant (1d4)	AC 3, MV 15", HD 3d10, bite (melee Atk +3, 1d10). Gigantism.
3	Scorpion, Giant (1d4)	AC 3, MV 15", HD 4d8, 2 claws (melee Atk +4/+4, 1d8) or 1 sting (melee Atk +4, 1d4 + poison, fortitude save or die). Gigantism.
4	Landshark (1d2)	AC 3, MV 15"/3", HD 6d10, bite (melee Atk +6, 1d12) and 2 claws (melee Atk +6/+6, 1d8/1d8). Burrow, tremorsense.
5	Sandworm (1)	AC 6, MV 9", HD 7d8, bite (melee Atk +7, 1d12). Gigantism, swallow whole on 19 or 20.
6	Humanoid Encounter	Roll on the 'Desert / Wastes' table in the <i>Humanoid Encounters</i> supplement.

Swamp / Aquatic (3-in-6 Chance of Encounter)

d6 Roll	Encounter	Description
1	Fly, Vomit (1d6)	AC 5, MV 15", HD 1d6, vomit (ranged Atk +1, 1d6). Possibly diseased (1-in-6).
2	Lobstrosity (1d4)	AC 5, MV 12", HD 2d8, 2 pincers (melee Atk +2/+2, 1d6/1d6). Sever limb on natural 20.
3	Snake, Giant (1d2)	AC 6, MV 9", HD 2d8, bite (melee Atk +2, 1d4 + poison, fortitude save or die).
4	Ochre Jelly (1d2)	AC 8, MV 3", HD 5d8, slime (melee Atk +5, 1d8). Splits into 2 HD jellies from physical attacks (same stats except melee Atk +2, 1d6).
5	Land Squid (1)	AC 7, MV 3", HD 6d8, 1 bite (melee Atk +6, 1d10) and 8 tentacles (melee Atk +6 each, 1d6).
6	Humanoid Encounter	Roll on the 'Swamp / Aquatic' table in the <i>Humanoid Encounters</i> supplement.

Forest / Jungle (2-in-6 Chance of Encounter)

d6 Roll	Encounter	Description
1	Centipede, Giant (1d8)	AC 9, MV 6", HD 1d4, bite (melee Atk +1, poison). Poison causes sickness.
2	Spidergoat (1d4)	AC 6, MV 12", HD 3d6, bite (melee Atk +3, 1d6 + fortitude save or paralysis). Web.
3	Hangman Tree (1d4)	AC 5, MV 0", HD 5d8, constrict (melee Atk +5, 1d6 + strangulation). Psi-charm.
4	Flytrap, Giant (1d6)	AC 5, MV 3", HD 4d8, bite (melee Atk +4, 1d12) or spit (ranged Atk +4, 1d4).
5	Fungal Polyp (1d2)	AC 5, MV 6", HD 8d8, 2 bludgeons (melee Atk +8/+8, 1d12/1d12). Empathy, telepathy.
6	Humanoid Encounter	Roll on the 'Forest / Jungle' table in the <i>Humanoid Encounters</i> supplement.

Tempora Mutantur

Referee Supplement: *Humanoid Encounters*

The following tables present humanoid encounters for various terrain types. As with all encounters, the exact timing and circumstances of an encounter are up to the referee to decide.

Although humanoid encounters typically result from the appropriate roll on a Wilderness Encounter table, chances for each terrain type are provided in the tables below in case that a party is actively searching for humanoids.

In general, most humanoids will tend to congregate with others possessing similar mutations (mixed groups are unlikely). Note that encounters with pure-strain humans do not occur in any of the table entries given here.

Humanoids and Relics

Humanoids are more likely than other creatures to use Ancient relics. Each humanoid encountered has an x -in-6 chance of carrying scavenged goods, where x is equal to the creature's HD (roll once for each creature). As noted

City / Urban (3-in-6 Chance of Humanoids)

d6 Roll	Encounter	Description
1	Roll Again	Roll on the table corresponding to common terrain type surrounding the ruins.
2	CHUD (1d12)	AC 8, MV 12", HD 1d8, club (melee Atk +1, 1d6) or rock (ranged Atk +1, 1d4). Bizarre appearance, infravision, light sensitivity.
3	Morlock (1d8)	AC 6, MV 9", HD 1d8, mace (melee Atk +1, 1d8) or bow (ranged Atk +1, 1d6). Infravision, light sensitivity. Random trinket.
4	Archivist (1d8)	AC 9, MV 12", HD 1d8, kinetic blast (ranged Atk +1, 1d8). Danger sense, kinetic blast, bizarre appearance, adrenaline deficiency. Increased chance of relics. Worship pure-strains.
5	Ghoul (1d6)	AC 6, MV 9", HD 2d8, bite (melee Atk +2, 1d6 + zombie plague on failed fortitude save) or weapon (melee Atk +2, 1d8). Light sensitivity.
6	Special Encounter	Roll on the encounter table in the <i>Children of the Metal Gods</i> or other supplement.

Plains / Grassland (2-in-6 Chance of Humanoids)

d4 Roll	Encounter	Description
1	Plains Creeper (3d4)	AC 9, MV 15", HD 1d6, sling stone (ranged Atk +1, 1d4) or bite (melee Atk +1, 1d4). Fleet feet, natural weapon, dwarfism. Fear pure-strains.
2	Carrin (2d4)	AC 9, MV 12"/9", HD 2d6, short pike (melee Atk +2, 1d8) or short bow (ranged Atk +2, 1d6). Winged flight, thin-skinned. Often accompanied by vulchlings (2-in-6 chance).
3	Brighteyes (1d6)	AC 7, MV 12", HD 2d8, laser eyes (ranged Atk +0, 2d6) or club (melee Atk +0, 1d6). Optic emissions, frequent migraines, fear response.
4	Needleman (1d8)	AC 9, MV 12", HD 3d6, barbs (melee Atk +3, 1 + 3d6 poison, fortitude save for ½). Dual brain, natural weapon (poison needles). Often accompanied by quill cats (2-in-6 chance).

Hills / Mountains (2-in-6 Chance of Humanoids)

d4 Roll	Encounter	Description
1	Camazotz (2d4)	AC 9, MV 12"/9", HD 2d6, short spear (melee Atk +2, 1d6 or ranged Atk +2, 1d4). Winged flight, dwarfism, thin-skinned.
2	Caveman (1d8)	AC 7, MV 9", HD 3d8+6, spear (melee Atk +3, 1d8 or ranged Atk +3, 1d6). Thick hide, robust.
3	Mongoliant (1d4)	AC 6, MV 9", HD 5d8, giant axe (melee Atk +5, 1d12) or giant javelin (ranged Atk +5, 1d8). Additional eyes, infravision, gigantism, aberrant deformity. Random trinket. Hate pure-strains.
4	Special Encounter	Roll on the encounter table in the <i>Children of the Metal Gods</i> or other supplement.

in their descriptions, some humanoids may possess extra trinkets or have a higher chance of relics (increase chances by 1-in-6).

Intelligent humanoids will utilize relics if they have deciphered their use (as determined by the referee).

NPC and Monster Reactions

Many creatures will always attack when they encounter characters. However, sometimes the referee will decide that an intelligent NPC or monster reacts differently, or may roll to determine reaction:

d12 Roll	Result	d12 Roll	Result
1	Rage, rabid hatred	7-9	Uncertain
2-3	Hostile, attacks	10-11	Neutral, indifferent
4-6	Unfriendly	12	Friendly, helpful

The referee will roleplay encounters with neutral or friendly NPCs. Friendly NPCs may trade for relics or even allow themselves to be hired out as retainers. Exceptional retainers may eventually be promoted to PC status.

Desert / Wastes (1-in-6 Chance of Humanoids)

d6 Roll	Encounter	Description
1	Terminal (1d20)	AC 9, MV 9", HD 1d6, club (melee Atk +1, 1d6). Accumulated resistance, distinctive odour, tumourization. Possible disease exposure if engaged in melee (1-in-6 chance).
2	Sandman (1d8)	AC 8, MV 12", HD 1d8, spear (melee Atk +1, 1d8 or ranged Atk +1, 1d6) or psionic blast. Psionic blast, open-minded, bleeder.
3	Lizardfolk (1d6)	AC 5, MV 12", HD 2d8, bite (melee Atk +3, 1d6). Natural weapon, scaly armour.
4	<i>Insectaur</i> (1d4)	AC 3, MV 12", HD 3d8, spear (melee Atk +3, 1d8 or ranged Atk +3, 1d6) or 1 sting (melee Atk +4, 1d4 + poison, fortitude save or die). Fleet feet, natural weapon, steelskin.
5	Special Encounter	Roll on the encounter table in the <i>Children of the Metal Gods</i> or other supplement.
6	Special Encounter	Roll on the encounter table in the <i>Children of the Metal Gods</i> or other supplement.

Swamp / Aquatic (1-in-6 Chance of Humanoids)

d4 Roll	Encounter	Description
1	Misborn (1d12)	AC 9, MV 12", HD 1d6, knife (melee Atk +1, 1d6 or ranged Atk +1, 1d4). Aberrant deformity.
2	Brethren (1d8)	AC 9, MV 12", HD 1d8, blowgun (ranged Atk +1, 1 + paralysis on failed fortitude save). Additional eyes, poor hearing, open-minded. Increased chance of relics. Hate pure-strains.
3	Leatherback (1d8)	AC 7, MV 9", HD 2d8, spear (melee Atk +2, 1d8 or ranged Atk +0, 1d6). Quick response, thick hide, nervous spasms.
4	Hisser (1d4)	AC 5, MV 9", HD 3d8, bite (melee Atk +3, 1d6 + 3d6 poison, fortitude save for ½) or constrict (melee Atk +3, 1d6 + strangulation on failed reflex save). Infravision, scaly hide, natural weapons, mobility impaired. Possible relics.

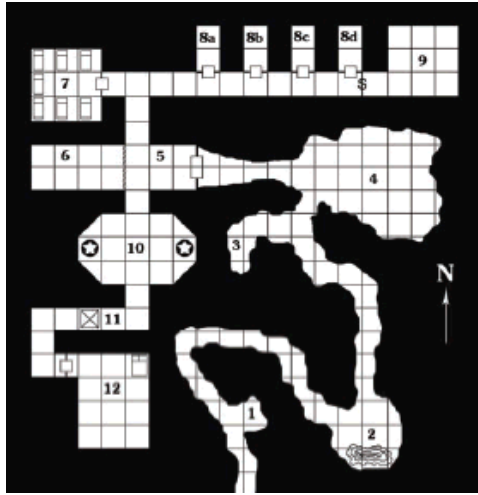
Forest / Jungle (2-in-6 Chance of Humanoids)

d4 Roll	Encounter	Description
1	Wardent (1d10)	AC 9, MV 9", HD 1d6, shortspear (melee Atk +1, 1d6 or ranged Atk +1, 1d4). Dwarfism, mind block, read thoughts, telekinesis.
2	Ettercap (1d6)	AC 8, MV 9", HD 2d8, bite (melee Atk +2, 1d6 + paralysis). Web, paralysis lasts 2d4 turns, may be accompanied by spidergoat (1-in-6 chance).
3	<i>Glowing One</i> (1d2)	AC 9, MV 9", HD 2d6, irradiate (1d6 area effect, fortitude save vs. Creep). Bizarre appearance, natural weapon (Creep).
4	Green Man (1d8)	AC 7, MV 9", HD 3d8+6, giant club (melee Atk +3, 1d10). Thick hide, robust, gigantism.

Typical XP awarded = 100 per HD. *Italics* indicate a tougher-than-normal creature, worth double XP.

Den of the Morlock Mind Master

A Tempora Mutantur adventure location



The Den of the Morlock Mind Master is a small subterranean vault hidden beneath city ruins. Many years past, the site was a protected bomb shelter which was buried during the Fall after the building above collapsed. Several survivors were trapped inside and when their supplies ran low, they tunneled through the rubble to the surface and abandoned the site.

Two centuries later, the psionic morlock Eoppa, as well as morlock workers and soldiers, were sent by their overlord from beneath the earth to establish a presence on the surface. Eoppa discovered the entrance and claimed the shelter as an outpost. Now the small complex houses Eoppa and his retinue of soldiers.

Recently, Eoppa and his men ambushed a scouting party of primitive mutant tribesmen who were scavenging in the ruins above. Five prisoners were taken, but the morlocks have already consumed three of them. Only two (wounded and starving) tribesmen remain imprisoned now.

Ruin Description

NOTES: Map scale is 10 ft per square. The caverns are dark except for Area 4. The vault is lit with the exceptions of Areas 7, 8, and 9.

Area 1: This small (10 ft × 15 ft), dank alcove is devoid of anything except for the green slime on the ceiling, waiting to drop down onto any victim that enters the alcove. The morlocks avoid this area.

Green Slime (1). AC n/a, MV 1", HD 2d6, slime (acid Atk, 1d6 damage/round, reflex save to avoid). Impervious to most attacks, but susceptible to fire. Green slime continues to damage its target each round and destroys clothing and armour in 6 rounds.

Area 2: This empty cavern room is littered with gnawed bones and other refuse. There is a steep 10 ft × 20 ft crevasse on the south side of the room. Any character who ventures within a few feet from the edge of the crevasse must succeed in an Athletics check or slip on the loose gravel near the edge of the pit and fall 10 ft down to the bottom. Any character that falls to the bottom of the pit will suffer 1d6 hit points of damage.

Area 3: At the far end of this 10 ft × 20 ft alcove is a pile of rubble and scrap metal. The smell of rotting meat is strong here. Any character approaching within 10 ft of the south end of the alcove triggers a ceiling trap. Heavy stones fall from above dealing 2d6 hit points of damage (reflex save for half) to all characters towards the back of the alcove. Amongst the scrap metal can be found 20 mechanical parts, 10 electrical parts, and the crushed and rotting remains of the trap's previous victims.

Area 4: Dim torches illuminate this large, damp cavern which contains a group of four morlock guards and their lieutenant. These devilish white-skinned, pink-eyed brutes will immediately attack anyone entering this area. The lieutenant is armed with a machete (medium melee weapon, 1d8 damage, worth 10 TU) and wears a lamellar breastplate made of newsteel tubes (hybrid medium armour, worth 60 TU). Each morlock guard carries a poor-quality spear (worthless) and a random trinket (determined randomly).

Morlock Lieutenant (1). AC 5/DR 1 (hybrid med armour), MV 6", HD 2d8 (9 hp), machete (melee Atk +2, 1d8). Infravision, light sensitivity.

Morlock Guard (4). AC 8, MV 9", HD 1d8, spear (melee Atk +1, 1d6 or ranged Atk +1, 1d6). Infravision, light sensitivity.

A pair of large metal vault doors (rusted and stuck partially open) separate this cavern from the bomb shelter proper.

Area 5: This room contains a large, aggressive albino ape. It is accustomed to some traffic in this area, so it may be more easily surprised than normal (PCs add +5 to their Surprise check). A red curtain is draped across the entire width of the western part of the room. Unless the characters are completely silent during their encounter with the ape, Eoppa and his morlock bodyguard will be ready and waiting in Area 10 to jump out and fight the characters should, they slay the ape.

Albino Ape (1). AC 6, MV 12", HD 4d8, 2 claws (melee Atk +4/+4, 1d4/1d4). Infravision, light sensitivity.

Area 6: This portion of the room is curtained off from Area 5, allowing only dim light to penetrate. This is the sleeping area for the albino ape and contains a sleeping mat as well as a few half-eaten coydog carcasses.

Area 7: This is the morlock bunkroom. There are currently three morlocks in this room, taking their sleep shift. They will be automatically surprised if the characters enter, and they will have to spend one further round gathering their weapons. 1d6 minor trinkets can be found in this room. Grungy clothing, dirty beds, and rotten food are the only other items here.

Morlock Warriors (3). AC 8, MV 9", HD 1d8, spear (melee Atk +1, 1d6 or ranged Atk +1, 1d6). Infravision, light sensitivity.

Area 8: This is a hallway consisting of four small rooms which have been converted to prison cells. All are completely empty except for cells 8a and 8c, which each holds a mutant tribesmen (members of the scouting party). The doors are locked, so unless the key is taken from Eoppa, a character will need to pick the lock. There is a secret door on the east wall of this area, and a Subterfuge check is needed in order to locate it during a search.

Mutant Tribesman #1. AC 9, MV 12", HD 2d8 (3 hp, currently at 1), unarmed. Creep-tolerant, incompatible biology.

Mutant Tribesman #2. AC 7, MV 12", HD 2d8 (8 hp, currently at 1), unarmed. Thick hide, poor senses.

Area 9: This area, originally a concealed utility room, is now Eoppa's secret treasure room. It holds a small wood box with 20 mechanical parts, 30 electrical parts, and 4 holovids inside (2 TU each), and a small pedestal with a portable hologram projector on it. The projector is operational and is worth 125 TU. The wooden box is locked and has a poison needle trap. Unless someone has the key to this box, the lock must be picked. Even if the key is used, the needle trap is effective unless one knows the secret to opening the box without triggering the trap. A character must make a successful Subterfuge check to learn of the trap. Otherwise, when the key is used or when an attempt is made to pick the lock the character is pricked with the needle, and must succeed a Fortitude saving throw or die.

Area 10: This is the morlock temple room. On the west side of the room there is a crude sculpture made of scrap metal depicting a giant male morlock (well-endowed). On the east side of the room there is another scrap metal sculpture of a grotesque mutant beast with multiple limbs (or tentacles?). Three humanoid skulls (tribesmen) are set in front of this statue. Unless he has already been alerted to intruders, Eoppa will be kneeling in prayer before the sculpture on the east side of the room when the characters enter. The deformed morlock bodyguard will be sitting nearby. Eoppa has several psionic mutations, and will use them if possible.

Eoppa the Mind Master (1). AC 8, MV 9", HD 2d8 (8 hp), staff (melee Atk +2, 1d6). Infravision, psi-charm, brain lock, light sensitivity.

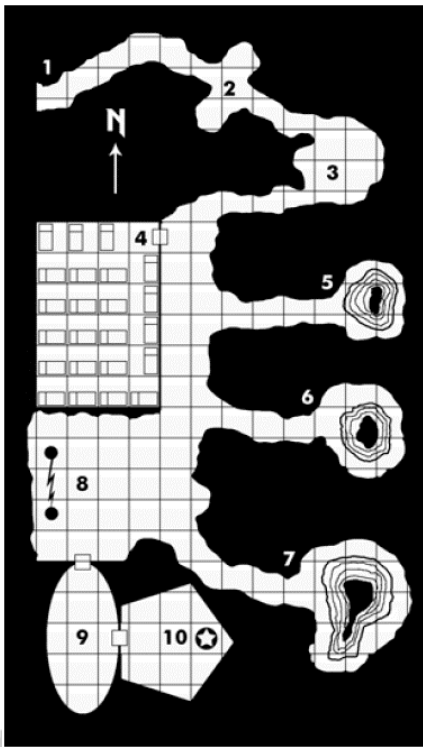
Morlock Bodyguard (1). AC 8, MV 9", HD 2d8 (12 hp), large club (melee Atk +2, 1d8). Infravision, aberrant deformity, light sensitivity.

Area 11: Loose grating on the floor here may cause a human-sized character stepping on it to fall (1-in-6 chance) 10 ft into the drainage sump below, suffering 1d6 hit points of damage (reflex save for half). A Subterfuge check will reveal the danger.

Area 12: These luxurious quarters (for a morlock) belong to Eoppa the Mind Master. A bed is near the east wall, and a giant gecko hide (worth 5 TU) hangs on the west wall. There are also 2d6 random artifacts arranged throughout the chamber, along with peculiar carvings made of some sort of dense dried mushrooms (worth 1 TU as a set).

Mine of the Metal Gods

A Tempora Mutantur adventure location



The Mine of the Metal Gods is a challenging adventure site for experienced Tempora Mutantur characters. The Metal Gods and their minions are presented in the *Children of the Metal Gods* supplement

In this scenario, a work team of two Rippers and about two dozen ROMs from the Enclave has been sent to the ruins of a nuclear power plant. Their mission is to recover fuel rods from the collapsed subterranean reactor core. These fuel rods are used to replenish the nuclear power plant at the main Enclave broadcast power facility.

For this mission, Creep-tolerant near-humans are used as a source of ROM slaves. Most become heavily contaminated even with their innate resistance and are literally worked to death.

The Rippers supervise operations here, and communicate daily with the Enclave via holo-uplink. This uplink uses an encrypted radio beam which can be detected using sensitive electronic equipment.

Perhaps these transmissions have been discovered in Lau and an expedition team sent to investigate...

Ruin Description

NOTES: Map scale is 10 ft per square. The mines are well lit except for Area 1 (which is dark) and Areas 2 & 3 (which are only dimly lit)

Areas 3 to 8 are mildly contaminated. Characters camping in these rooms overnight must make a fortitude save vs. Creep. A Geiger counter or similar device will detect this contamination.

Area 1: This area has a sensor array that chemically “sniffs” DNA. Rippers, ROMs, and pure-strain humans may enter safely. Any others will activate two hidden laser pistols, which will retract from the walls and open fire. They are located on the north and south walls, 20 ft into the cave.

Defense Laser (2). AC 5, MV 0", HD 2 (Rank 4, 12 hp each), laser (ranged Atk, 2d4 damage). Considered rank 4 for attacks, otherwise 2 HD.

Area 2: These two alcoves each contain one ROM. They are dedicated guards and do not take part in any mining activities. They will immediately attack intruders, attempting to stun anyone who looks human. They have no chance of being surprised if the defense lasers were activated in Area 1.

ROM Guard (2). AC 7, MV 12", HD 1d8, stun baton (melee Atk +1, 1d6 or melee Atk +1, fortitude save or stun) or crossbow (ranged Atk +1, 1d8). Integrated cybernetics (power source), adrenaline deficiency.

Area 3: A large lead box (3 ft × 2 ft × 1 ft) is placed near the east wall here. It contains salvaged fuel rods from the mine awaiting pickup by the Enclave. The rods are stored here, away from the main complex, because of their high radioactivity. Any character opening the box or within a 20 ft radius of the open box must make an immediate fortitude save vs. Creep.

Area 4: This is the bunk room of the ROM miners. As the mine operates 24 hours a day, there will always be several workers resting here. They are exhausted and sick from Creep exposure, and will not fight unless provoked. The room contains no valuables. The door is ordinary and unlocked.

ROM Miners (2d4). AC 9, MV 9", HD 1d4, mine tools (melee Atk +0, 1d6. Integrated cybernetics, adrenaline deficiency.

Areas 5, 6, & 7: These areas are the pits from which excavations are taking place. Rope ladders lead to the bottom of each pit, and buckets of rocks and soil are hauled up by ropes. Any useful relics (including fuel rods) are similarly hauled to the surface. At any given time, 1d4 ROM miners will be working underground in each pit (see Area 4 for statistics).

The pits themselves are highly radioactive and anyone exploring and working underground must make a fortitude save vs. Creep. The contents and layout of the underground mine are left to the referee to develop.

Area 8: This room contains several wooden carts, some empty and some full of mine waste. A Ripper stands beside an Ancient contraption along the western wall. The machine is an atomic disintegrator, which eliminates the mine waste and produces electricity as a by-product (generating power to this complex). The Ripper examines each load before it is fed into the machine to ensure that no useful items are accidentally destroyed. There are also 2d4 ROM miners hauling waste from the pits (see Area 4 for statistics).

Robotic-Implanted Human. AC 3/DR 3, MV 18", HD 6 (Rank 4), hp 48, laser (ranged Atk +4, 2d6) or paralysis beam (ranged Atk +4, fortitude save or paralysis) or by weapon. Organic brain (rank 4).

When the PCs are spotted, the Ripper will order the slaves to attack. He will use his paralysis beam on anyone who appears to be a pure-strain human, and his laser on anyone else. If the PCs appear well-armed, he will also summon the other Ripper from Area 10 who will arrive after 2d4 rounds.

The atomic disintegrator does 6d6 damage if touched, reflex save for half.

Area 9: The door to this area is unlocked. This is the main storeroom from the mining complex. A total of six 30 gallon barrels full of potable water are located here. Shelves along the west wall contains preserved rations, mining tools, and spare parts (2d6 mechanical and 2d6 electronic parts).

A large iron box on the shelves contains medical supplies. Inside are several filthy ready-syringes, first aid kits (23 uses total), 3 ampules of Stimshot A, 1 ampule of Stimshot B, and 9 ampules Rad-Purge. In addition there is a vial labelled “Rad-X” containing 11 pills (100 TU ea.). When consumed, Rad-X provides the benefits of the Creep-Tolerant mutant perk for 1 day. It has no effect on previous Creep exposure.

Near the western doorway is a functioning regeneration tank. It is used to keep the slaves in good physical condition so they do not need to be replaced as often. However, the tank has become damaged due to overuse and now has a 1-in-6 chance of breaking each time it is operated.

Area 10: The door to this oddly-shaped room is also unlocked. This is the Ripper ‘living’ quarters. When the door is opened, warm red light pours forth; its source is a sarcophagus-like device near the east wall set with glowing red panels. Inside the sarcophagus is a Ripper (unless he was summoned by his companion in Area 8).

Robotic-Implanted Human. AC 3/DR 3, MV 18", HD 6 (Rank 4), hp 48, laser (ranged Atk +4, 2d6) or paralysis beam (ranged Atk +4, fortitude save or paralysis) or by weapon. Organic brain (rank 4).

A workbench near the southwest wall is strewn with relics recovered from the mine, brought here for inspection. There are currently 2d6 artifacts on the table, determined randomly (treat rolls of spare parts or consumables as gizmos instead). Each relic has a 2-in-6 chance of being radioactive and forcing a fortitude save vs. Creep each day for anyone carrying it.

The ‘sarcophagus’ device is a neural interface device that allows a Ripper to exist in a virtual environment simulating the pre-Fall world. It also serves as a holo-uplink with the Enclave. If the characters have made it this far, it is almost certain that Metal Gods are now aware of their activities here...

SEARCHERS in SPAAAAACE!!!

I. Create Your Space Hero

- 1) Describe Your Species:** You can be human or any other type of alien you can think of. It doesn't matter what they look like, mechanically all aliens basically work the same.
- 2) Pick a Profession:** Pick a profession that suits your character concept: interstellar smuggler, asteroid pirate, galactic mercenary, infamous bounty hunter, enlightened space knight, whatever works for you. You receive +2 on any checks and stunts that relate to your profession.
- 3) Pick Weapons and Armor:** Spend 10 points on weapons and armor (see below, no power assist or force fields).
- 4) Move Rate (MV):** Base MV = 12, less armor MV penalty.
- 5) Calculate Armor Class (AC):** Base AC = 10 + Armor bonus
- 6) Determine Hit Points (HP):** PCs and NPCs roll 1d6+2 per level/HD for hit points. *Optional:* Re-roll hit points at the beginning of each fight, or each time a level is gained (keeping higher total).
- 7) Give Your Space Hero a Name and Description:** Rex Toburn, human spaceship repo man, armed with a Laser Katana (3D melee weapon), a Type 9 Iridium Blaster Pistol (2D ranged weapon) and sporting Cascade Reflex armor (AC +5, -5 damage taken, -5 MV): HD1, HP 6, MV: 7, AC: 15 (-5 damage), #AT 1 with laser katana (3D) or blaster pistol (2D).

II. Fighting

- 1) Determine Initiative:** Roll d20 + MV; highest result acts first; others act in descending order.
- 2) Attack Roll:** Roll d20 + Level or HD, plus any other applicable modifiers. If total is \geq target's AC, the attack hits. If the attack total exceeds target's AC by 10 or more a critical hit is scored; roll an additional die of damage.
- 3) Roll Damage:** Roll a d6 for each die of damage indicated by the weapon (or HD for monstrous foes). Sum like numbers. The largest sum is damage inflicted on target's HP. Foes reduced to 0 (or less) HP are dead or incapacitated; PCs and important NPCs will be eaten by monstrous foes or captured and tormented by intelligent foes.
- 4) Weapon Mishaps:** Space Science™, marvelous as it may be, is hardly perfect (especially where big honkin' guns are concerned). If the d20 attack roll is less than or equal to weapon's damage dice the weapon malfunctions or the capacitors need to recharge, taking a round to ready. Grenades are consumed on a mishap (though multiple batches of grenades may be carried).
- 5) Sweeping Fire:** If target is killed any excess damage may be applied to the next closest foe, provided no friends are in the way.
- 6) Explosions:** Grenades, explosives, rocket launchers, etc. Most explosives have a 30' blast radius. Targets in the radius get a stunt roll to take only $\frac{1}{2}$ damage (round down).
- 8) Rest and Recuperation:** Hit points are fully restored at the end of each combat. Thanks to the miracle of Space Science™, even heroes reduced to negative hit points fully recover.

III. Adventure

- 1) Stunts:** Sneaking, climbing, swimming, picking pockets, dodging explosions, etc. Roll d20 + MV + Level/HD \geq 20. If related to your profession, add +2 to the roll.
- 2) Profession Check:** Medicine, science, repair or anything else non-physical relating to your vocation. Roll d20 + Level/HD +2 profession bonus \geq 15 for success.
- 3) Saves:** Poison, mental powers, fear and other non-physical threats. Roll d20 + Level/HD \geq 10; GM may apply modifiers where appropriate. A roll of '1' always fails.
- 4) Hazards:** Hazards inflict 1 die damage per level of the 'dungeon.' Most hazards allow a stunt or save to avoid or mitigate damage.

IV. Experience

PCs start at level 1 with 0 XP. PCs require 2,000 XP times current level to advance to next level. Defeating foes grants 100 XP per HD, divided between the party. PCs also gain 1 XP for every Credit (CR) they spend in a way that does not materially benefit their adventuring (i.e. training costs, charity, carousing or vulgar displays of wealth).

V. Space Science™

- 1) Weapons:** Each weapon can have up to a max of 10 points and starts with a base Rate of Fire (ROF) of 1. Each damage die takes 1 point. Improving accuracy (+1 to hit) takes 1 point (max +5). Increasing ROF by 1 takes 2 points. Sweeping Fire or Explosive attacks take 2 points each (ranged weapons only, cannot have both). Each point costs 1,000CR for ranged, 750 CR for melee & 500CR for grenades. Give it a cool name.
- 2) Armor:** Each suit of armor can have up to a max of 10 points. Each point increases AC by 1, reduces damage from physical attacks by 1 point, reduces MV by 1 and costs 1,000 Credits. Power assisted armor halves the MV penalty (round up), but costs 2,000 CR/point. Force fields negate the MV penalty but cost 3,000 CR/point. Give it a cool name.
- 3) Other Tech:** Nearly every magic item, spell and ability in D&D can have a high tech equivalent. Sleep Gas Grenades = Sleep spell; Sticky Bombs = Web spell; Thermal Visor = Darkvision; and so on. Assign a rough cost of 1,000 Credits per level of spell/item/ability. It should have a cool name.
- 4) Spaceships:** Spaceships are designed much like a PC or monster, though they use the levels/HD of their crews to resolve combat. A basic ship hull costs 100,000 CR (HP 10, AC 10, MV 12, No attacks) which includes life support and sensors. Up to 10 points may be spent to improve a ship. Each point costs an additional 50,000 CR. Each point put into armor grants +1 AC, +10 HP, -1 damage taken and -1 MV. Increasing MV +1 takes a point (max MV is 12). Atmospheric flight capability takes 1 point. Shuttle bay requires 1 point. Weapons are purchased separately as above, but x10 cost. Move and damage are at 'space scale'. Each point of MV allows a ship to move one Space Unit (hex/square) on the space map each day. The GM may opt to build ships with more than 10 points. Oh, and make sure it has a cool name.

"Searchers in Spaaaaace!!!" written by Ed Green. Inspired by Nicolas Dessaux's original *"Searchers of the Unknown"* and Simon J. Bull's *"SotU Refired v3."* *"Dungeons & Dragons"* is a Registered Trademark of Wizards of the Coast. No challenge or claim to this trademark is intended or implied. This is not-for-profit fan-work and is believed to reside within Fair Use. Space Science™ is not really trademarked.

Scavengers & Spacewrecks

Build a PC

PCs are a salvage team, beamed aboard derelict space vessels from their mothership to explore them, eliminating any aliens they encounter.

1° Choose armour. This gives your PC an armour class (AC) and a movement rate (MV).

Armour	AC	MV
No armour	9	12
Padded Skinsuit	7	9
Body Armour	5	6
Combat Armour	3	3
Energy Shield	-1	-1

2° Roll for hit points, 1d8 per level (HD). So, 1d8 for a PC starting at level 1.

3° Choose two weapons:

6 x Micro-Explosives (10' rad) 1d6 damage

Laser Sword 1d8 damage

Disruptor Pistol 1d10 damage, fires one shot per round. Must spend a round recharging after every 2 shots

4° Number of attacks (AT) is 1 at start, then raise at 2 at level 5, 3 at level 9 and so on.

When a PC kills an alien, he can make another attack at the end of the same round.

5° Choose a name and a speciality:

Trooper (-1 to Stealth/Stunts roll)

Technician (-1 to Tech Saving throws e.g. disarm bomb, hack computer)

Telepath (+1 to Initiative, +1 to opponent's morale roll)

Fighting

1° Initiative: Each one roll 1d10+his AC. The best score has initiative, then each one attack in descending order. So a lighter fighter has better chances to strike first. If one has several attacks (AT), he rolls initiative several times.

2° Attack: roll 1d20. If the score is *under* your opponent AC + your own level, it's a hit.

Example: to hit an alien with AC 6, a 3 level scavenger needs a 9 or below.

3° Damage: When you hit an opponent, roll the damage dice. Deduct the result from your opponent's hit points (hp). At or below 0, aliens are dead, and PC's are knocked out. Aliens could kill them easily, but usually they won't, keeping them as slaves or for experiments.

4° Morale: If outnumbered, after the first death, and when reduced to one-half number or hit points, alien checks for morale. The DM rolls 1d10. If the result is over the alien's hit dice, he will withdraw or surrender to get a better position.

5° Rest and bandages: After that, all hit points (hp) are restored back their initial score. After all, hit points reflect the capacity to escape or stand hits. If a PC has been sent below 0hp, he may need a longer rest, or even a medic robot because he's wounded.

Adventure

1° Stealth & stunts: sneak past aliens, hide in shadows, move silently, climb are easier with a lighter armour. For each such an action, roll

1d20 under the character's AC+level. So a 4th level scavenger wearing a skinsuit and a shield must roll 10 to creep past an alien. For easier actions, the DM may choose 1d10 instead.

2° Saving throws: when such a roll is needed for any reason, roll 1d20 under the character's level, +4. So a 7th level scavenger must roll under 11 to resist the charms of an alien siren. This "level+4" rule applies to every other action which isn't covered by the "stealth & stunts" rule, but fits the common scavenger knowledge like searching for secret panels or deactivating a laser tripwire.

3° Dangers: If something could kill a man, like a fall, a fire or a trap, it does 1d8 points of damage. If it could kill a horse, 2d8. If it could kill a space ogre, 4d8. No more.

4° Psionics: Most talents are self descriptive; their range is one room and only affect one person unless stated otherwise.

Experience

PCs start at level 1 (1 Hit Dice). Each time they defeat an alien, by killing him or another method, they get 100 experience points per monsters hit dice, shared between the party.

PCs who survive a salvage operation gain 1000 Credits between them. The number of experience points needed to level up is 2000 x the current level. There are no limits to levels. Gaining a new level means better rolls for fight/save/actions, and 1d8 more hit points. The player rerolls all hit dice. If the new score is better than the old one, he gets that new total. If not, he keeps the old one.

Basic Scavenger Equipment

Breather Mask: for airless/poison environments

Gravity Boots: stick to floor in zero-G

Teleport Bracelet: for beaming to/from ship

Comlink: Call another PC or mothership for backup or at end of operation. There is a 2 in 6 chance of interference each round e.g. from bulkheads, energy screens or alien psionics.

Backup

Scavengers may call for reinforcements/extra equipment at a cost of 500 Credits per robot, 100 Credits for equipment/weapons. Arrives in 1d4 rounds. Only 1 robot or 2 items may be beamed aboard at any one time.

Combat Robot: AC3, MV3', HD2, #AT1, Claws (1d6) or Optical Ray (1D8, with a 1 in 6 chance of malfunction). No Morale checks.

Medic Robot: as above but no weapons, heals 1d4 hp per round.

Sample Aliens

Insectoid Guardian: AC3, MV3', HD4, #AT4, 4 Claws (1D8). No Morale checks.

Squidhead: AC8, MV11', HD2, #AT1, Psychic Attack (1d6, armour is useless)

Gelatinous Dude: AC5, MV6', HD4, #AT1, if hit the victim must make a saving throw or is paralysed, to be devoured in 1d4 rounds.

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SWASHBUCKLERS OF MARS

Build a PC

PCs are either Earthlings stranded on Mars, or Martians themselves, who have banded together to survive and seek their destiny.

1° Choose armour. This gives your PC an armour class (AC) and a movement rate (MV).

Armour	AC	MV
No armour	9	12
Leather*	7	9
Breastplate	5	6
Carapace Armour	3	3
Off-hand melee weapon**	-1	-1

* flying jacket and helmet/goggles if Earthman or a harness and bracers if Martian.

** when used, damage to others is rolled for most-lethal/largest weapon.

2° Roll for hit points, 1d8 per level (HD). So, 1d8 for a PC starting at level 1.

3° Choose two weapons:

Weapon Description	Damage
Small weapons (daggers, slings)	1d4
Low-tech Range weapon x-bow	1d6
1-handed Melee weapon (sword)	1d8
2-handed Melee weapon	1d10

Radium Pistol* 2d6 in day or 1d8 at night

* Honour forbids use of pistol against opponents in melee proximity.

4° Number of attacks (AT) is 1 at start, then raise at 2 at level 5, 3 at level 9 and so on. When a PC kills an alien, he can make another attack at the end of the same round.

5° Choose a name and roll 1d4 for race:

1 Earthling (-1 to Stealth/Stunts rolls) The quintessential jack-of-all trades adventurer

2 Red Martian (-1 to Saving Throw) The noble, dominant Martian race

3 Black Martian (-1 to Stealth/Stunts rolls) Mostly pirates and rogues

4 Yellow Martian (+1 to opponent's morale roll) All warriors, favour 2 swords in combat

Fighting

1° Initiative: Each one roll 1d10+his AC. All Martians have +1 to initiative roll due to their psychic senses. The best score has initiative, then each one attack in descending order. So a lighter fighter has better chances to strike first. If one has several attacks (AT), he rolls initiative several times.

2° Attack: roll 1d20. If the score is equal or under your opponent's AC + your own level, it's a hit. Example: to hit a monster with AC 6, a 3 level adventurer needs a 9 or below.

3° Damage: When you hit an opponent, roll the damage dice. Deduct the result from your opponent's hit points (hp). At or below 0, an opponent is dead, but PCs are knocked out until they receive a slap to the face or a tearful kiss. NPCs/Monsters could kill them easily, but usually they won't, keeping them as slaves or for a meal later.

4° Morale: If outnumbered, after the first death, and when reduced to one-half number or hit points, alien checks for morale. The DM rolls 1d10. If the result is over the opponent's hit

dice, he will withdraw or surrender to get a better position.

5° Rest and bandages: After that, all hit points (hp) are restored back their initial score. After all, hit points reflect the capacity to escape or stand hits. If a PC has been sent below 0hp, he may need a longer rest, or medicine.

Adventure

1° Stealth & stunts: sneak past guards, hide in shadows, move silently, leap from one sky galleon to another are easier with lighter armour. For each such an action, roll 1d20 under the character's AC+level. So a 4th level adventurer wearing a breastplate must roll 9 or under to creep past a giant hornet. For easier actions, the DM may choose 1d10 instead.

2° Saving throws: when such a roll is needed for any reason, roll 1d20 under the character's level, +4. So a 7th level adventurer must roll under 11 to resist the charms of a Red Martian Princess. This "level+4" rule applies to every other action which isn't covered by the "stealth & stunts" rule, but fits the common knowledge like sailing a skiff along a canal, calming a rearing 8-legged horse or deciphering ancient hieroglyphics.

3° Dangers: If something could kill a man, like a fall, a fire or a trap, it does 1d8 points of damage. If it could kill a white ape, 2d8. If it could kill a gigantic 6-legged lion, 4d8. No more.

4° Psionics: Most talents are self descriptive; their range is one room and only affect one person unless stated otherwise.

Experience

PCs start at level 1 (1 Hit Dice). Each time they defeat an enemy, by killing him or another method, they get 100 experience points per enemy's hit dice, shared between the party. The number of experience points needed to level up is 2000 x the current level. There are no limits to levels. Gaining a new level means better rolls for fight/save/actions, and 1d8 more hit points. The player rerolls all hit dice. If the new score is better than the old one, he gets that new total. If not, he keeps the old one.

Sample Martian Creatures

Green Martian

six-limbed, tusks, 12-15' tall, 400lbs
AC7, MV9', HD4, #AT2, Claws (1d6), Tusks (1d6) or Weapon. +1 to Initiative.

Generic Martian Monster: AC4, MV5', HD2, #AT3, Claws (1d6), Bite (1d10).

For more Martian monsters and ideas check out the threads on the OD&D discussion forum at the URL address below:

<http://odd74.proboards.com/index.cgi?board=mars>

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SAILING THE SKIES OF MARS

Build a Skyship

Though intrepid adventurers may traverse the Red Planet using riding animals, carts or canal boats, sometimes they need to take to the skies in airships powered by the 'eighth ray' captured in special tanks aboard ship.

1°Choose skyship. Each has an armour class (AC) and a movement rate (MV).

Type	AC	MV
1-2 person Flier	9	12
4 person Skiff	7	9
10 person Barge	5	6
50 person Galleon	3	3

2°Roll for hit points, 1d8 per level (HD). So, 1d8 for a ship starting at level 1.

3°Allocate weapons:

Each ship gets specific weapons:

Flier and Skiff:

Pilot/Passengers' weapons: 1d4 damage

Barge

Pilot/Passengers' weapons: 1d8 damage

Galleon:

Radium Cannon: 1d10 at night, 3d6 in the day

4°Number of attacks (AT) is 1 at start, then raise at 2 at level 5, 3 at level 9 and so on.

Combat

1°Initiative: Each one roll 1d10+ship's AC.

The best score has initiative, then each one attack in descending order. So a lighter ship has better chances to strike first. If one has several attacks (AT), he rolls initiative several times. If one ship starts the combat in a advantageous position, +1 may be added to roll.

2°Attack: roll 1d20. If the score is *equal to or under* your opponent AC + your own level, it's a hit.

3°Damage: When you hit an opponent's ship, roll the damage dice*. Deduct the result from the ship's hit points (hp). At or below 0, vehicle is destroyed/crashes into the ground, and the occupants crawl from the wreckage and may be kept as slaves or hostages.

*or board the other ship.

Ramming does damage equal to the difference between ACs, three quarters of which goes to the smaller craft.

4°Morale If outnumbered, after the first wreckage, and when reduced to one-half number or hit points, opponent checks for morale. The DM rolls 1d10. If the result is over the vehicle's hit dice, the ship will withdraw or surrender to get a better position.

5°Fixing: After that, all hit points (hp) are restored back their initial score. After all, hit points reflect the capacity to escape or withstand hits. If a ship has been sent below 0hp, it will require the services of a shipyard.

Adventure

1°Stealth & stunts: sneak through enemy territory, hide in crevasses, perform an abrupt turn are easier with a lighter ship. For each such an action, roll 1d20 under the ship's

AC+level. For easier actions, the DM may choose 1d10 instead.

2°Saving throws: when such a roll is needed for any reason, roll 1d20 under the ship's level, +4. So a 7th level ship must roll under 11 to navigate through the storm. This "level+4" rule applies to every other action which isn't covered by the "stealth & stunts" rule, but fits the dangers such as being hit by lightning in an electrical storm.

3°Dangers: If something could destroy a flier, it does 1d8 points of damage. If it could destroy a skiff, 2d8. If it could destroy a barge, 4d8. No more.

4°Pilot Skill: If the Referee/DM decides a pilot has mutations/skills etc that enhance or detract from the ship's performance, small bonuses or penalties may be applied to rolls.

Experience

Ships start at level 1 (1 Hit Dice). Each time they defeat/destroy another ship the winning vehicle(s) gets 100 experience points per losing ship's hit dice, shared between the winners. The number of experience points needed to level up is 2000 x the current level. There are no limits to levels. Gaining a new level means better rolls for duels/save/actions, and 1d8 more hit points. This is due to rebuilding, reinforcing and enhancing the ship, which happens between missions – and can only occur in a shipyard, taking a number of weeks equal to the new level. The player rerolls all hit dice. If the new score is better than the old one, his vehicle gets that new total. If not, he keeps the old one.

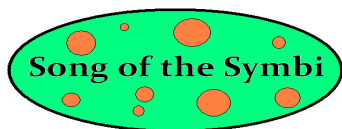
Sample Adventure Seeds

Transport a Red Martian Princess over the Ice-fields, avoiding the Yellow Martian patrol barges.

Locate a skiff that has crashed in a forest. It has important medical supplies aboard.

Board a Black Martian Sky-Galleon and steal the pirates' treasure hoard.

By Sean Wills, this is a supplement for **Swashbucklers of Mars**, based on 'Searchers of the Unknown' written by Nicolas Dessaux.. No challenge or claim to the ownership of any trademarks is intended or implied. This is a not-for-profit fan work and is believed to reside within Fair Use.



Human colonists from a distant star discovered a large planet covered in dense nutrient-rich fluid with a thick exotic atmosphere and attempted to terra-form it using machinery lowered into the dense jungle. Genetic research led to the creation of humanoids whose bodies leached off the nutrients in the exotic atmosphere and waters to feed, heal and breathe. These altered humans were called Symbi (from 'symbiotes').

Centuries after the colonists departed to wage war in a distant galaxy, the Symbi remain, awaiting the 'Gods' return.

The terra-forming resulted in the atmosphere being less dense in places, which has had the effect of stunting the flora and fauna in these areas, now marshland where the nutrient waters rise to knee-height. Further beyond the terra-formed areas are swamps, where the waters are ankle-height. Areas beyond the swamps are covered in dense Jungles, where the waters lie beneath a woven 'crust' of seaweed. This is the closest the PCs will get to walking on dry land. Each day the party travels the Referee should roll on **Table 1** to ascertain what the environment is. The ancient terra-forming machines often hibernate during self-repair, causing the atmosphere and surface to rapidly revert to swamp or even Jungle overnight.

Table 1 Roll on 2d6	<i>Environment</i>
2-5	Marsh
6-8	Swamp
9-12	Jungle

Build a PC

You are **Symbi**, a humanoid with orange-speckled green skin and nutrient plasma running through your veins. The structural density of your body changes on a regular basis, usually when you are curled asleep in one of the nutrient ponds beneath the shifting vermillion night sky. When you awake to the hazy golden ochre of daylight you may feel physically changed (Roll on **Table 2**). If you ever forego a night in the nutrient ponds, you must roll under 7 on 2d6 or suffer a penalty of +1 to all rolls the following day. After a second night you also proceed as if you have a wound. (see **Fighting**)

Table 2 - Daily Character Density Roll 1d6, modify result by +1 in Marsh, -1 in Jungle			
<i>Yesterday's Density</i>	<i>Today's Density</i>		
	Low	Medium	High
Low	1-4	5-6	-
Medium	1	2-5	6
High	-	1-2	3-6

Body Density Types

Low: Frail of body, you have empathic power, attuned to nature itself.

Medium: Lean and lithe, with some empathic power. You start the game at Medium Density.

High: Strong, fast, lacking empathic power. Predatory beasts will target you first.

Rites of Passage

You begin the game as a young warrior (Level 1), trying to earn your place in the tribe along with other youths by completing hazardous tasks set for you by the Tribal Elders. For example, recovering an ancient artefact, vanquishing a predatory monster or renegade band of Symbi, escorting trade goods bound for a distant tribe etc. On your successful return the Elders will decide whether the surviving members of the party rise in status amongst the tribe. One of the players must roll equal or under to the number of survivors on 2d6 to Level up. Your exploits are added to the Song of the Symbi, to be passed on to future generations. Upon reaching Level 4 you have proved yourself fit to join the Elders.

Starting Equipment

Each character wears a sarong and tribal wooden beads, possessing a bone-bladed dagger and one item off **Table 3**.

Table 3 Roll on 2d6	Weapons	<i>Notes</i>
2-3	Net	Successful attack entangles
4-5	Shortbow	20 Arrows
6-8	Spear	Can be thrown
9-10	Shield	-1 to AC
11-12	Bola	Successful attack entangles

Characters wear armour made from bone, padded hides and treated wood. Roll 1d6+2 for each character's Armour Class (AC).

Movement Rate (MV) is equal to AC + Level.

Fighting

Surprise: All PCs must roll below own AC on 2d6 to successfully ambush their opponents (who then cannot attack during the 1st combat round). Modify the roll by -1 in swamps, -2 in jungles.

Initiative: If not surprised, each side rolls 1d6, the side with the lowest result attacks first., each member attacking in descending order of MV

Attack: Characters may each do a number of attacks in a round equal to their Level. Roll under your opponent's AC (+ own Level) on 2d6 to wound your opponent. If 'snake-eyes' or a double is rolled on a successful throw the opponent is killed. Otherwise the successful throw has wounded them. Anyone wounded must recuperate in a nutrient pool as soon as possible for a number of hours equal to 1d6 for each wound they have sustained. If a night passes without recuperation the Symbi will die from the wounds.

Adventure

Stunts and Stealth: Roll under own AC on 2d6 to succeed.

Fighting, Stunts and Stealth are modified by Table 4

Table 4 Physical Task Modifier	<i>Environment</i>		
<i>Character Density</i>	Marsh	Swamp	Jungle
Low	-	+1	+2
Medium	-1	-	+1
High	-2	-1	-

Hazards: The Referee rolls under 7 on 2d6 to wound or kill you, as in the combat rules. This applies to traps, poison etc.

Empathic Powers

Roll equal or under Level on 1d6 to use empathic power to influence other Symbi or creatures (Has no effect on Elders). If a 6 is rolled, the effect occurs but the empath is very fatigued (treat as a wound). Starting powers include:

The Watchers Unnoticed: A number of enemies equal to the empath's level will fail to notice the party (must all remain still) for one round in any environment. Acts as a successful **Surprise** the following round.

Hearing the Song Within: Can successfully detect and gauge a Symbi's true emotions at a range of 20ft per Level.

Other powers may be developed and taught by the Elders, one per new level attained.

Table 5 Empathic Ability Modifier	<i>Environment</i>		
<i>Character Density</i>	Marsh	Swamp	Jungle
Low	-	-1	-2
Medium	No power		-
High	No power		

Encounters

These occur daily at melee range in jungles, Ranged combat range in marshes, roll 1d6 for swamps : 1-4 = melee, 5-6 = ranged.

Table 6 Roll on 2d6	<i>Encounter</i>
2-5	1d6 Creatures
6-8	Single Creatures
9-11	1d6 Symbi
12	Artefact

Creatures encountered are descendents of genetic experiments, mostly lizards and insects. There is a 1 in 6 chance they fly. If wounded, roll equal or under Level on 1d6 to remain in combat, otherwise they flee. AC = 1d6+2, Level = ½ AC

Symbi encountered will be wary of the party. Will fight if attacked, fleeing if outnumbered.

Artefacts = colonial gear that were not absorbed by the nutrient waters but cocooned and rose to the surface recently. Mysterious and unique.

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